

Games
for you
every Friday!

THE WORLD'S ONLY WEEKLY COMPUTER AND CONSOLE GAMES MAG

GAMES-X

31st May 1991
Issue Five

Amiga • Atari ST • Consoles • C64 • PC • Spectrum • And more...

**GREAT
VALUE ONLY
60p**

EXCLUSIVE:

- ★ LOGICAL
- ★ TANGRAM
- ★ WWF SUPERSTARS
- ★ GHOST BATTLE
- ★ GERM CRAZY
- ★ JUNGLE BOOK
- ★ THE BALL GAME

EXPLORED:

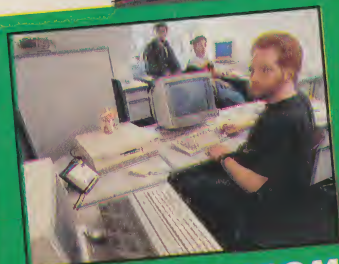
- ★ PLAYER'S GUIDES:
MIGHTY BOMBJACK,
KILLING CLOUD,
HYDRA, MONKEY ISLE

THE GREAT CASH DIVIDE!

HOW IS YOUR
MONEY SPENT?



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HOW TO BECOME
A PROGRAMMER

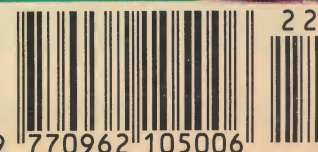


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WHICH GAMES WILL BE NO.1 IN THIS WEEK'S GALLUP CHARTS?



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FIRST SAMURAI

Determined to avenge the bloody and painful death of his master, our young hero sets out to put paid to an evil demon.

However, the demon isn't going to let a trumped-up would-be samurai spoil his day.



Using his powers, the creature enlists the aid of an army of strange humanoids and robots. Our hero, armed only with his magic sword must travel and battle his way through the demon's henchmen before the final showdown.

A hack'n'slay cum platform game, the *First Samurai* features stunning gameplay plus incredible graphics and superb animations. Programmed by Vivid Image (Hammerfist, Time Tunnel), the game will appear during the autumn on the Imageworks label for the ST, Amiga and PC.

NASCAR CHALLENGE

Konami brings the NASCAR circuit to the Game Boy with Bill Elliot's *NASCAR Challenge*.

Circle around one of four race tracks as you battle Bill and 14 other race drivers to get to the checkered flag. Some exciting options include a choice of three different cars, two types of transmissions and many others.

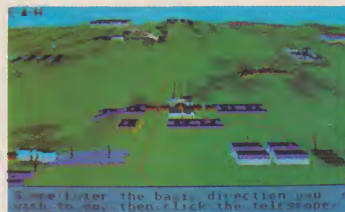
This first person simulation has the look and feel of real racing as you peer out from behind the steering wheel in search of the finish line. High bank turns and long straight ways dot the motor speedways, just as they do in actual car races.

This game is a departure for the Game Boy that normally lives upon sideways scrolling action/arcade Tetris puzzle games. Watch the mag for the review.



MIRRORSOFT BUDGET

Two more Mirrorsoft oldies re-emerge next month at a budget price on the £9.99 Mirror Image label. *Waterloo* (ST, Amiga, PC) is the one for the heavyweight gamers who like big manuals, it faithfully recreates the famous battle with lots of fancy technical



info and graphic displays.

For the less discerning punter there's the Tennis game *Passing Shot* (ST, Amiga), converted from the little-known Sega coin-op. They're both out in June in their little budget boxes, so keep an eye out.

WILD WHEELS

Ocean's *Wild Wheels* is shaping up nicely. The game can best be described as football with cars. Using the same perspective as Microprose's International Soccer Challenge, the game is being programmed by Red Rat.

Wild Wheels will be ready sometime this summer. ST, Amiga and PC owners had better get ready for the wackiest soccer-style game ever!



FORMULA 1

Not content with soccer realism, Simulmondo, responsible for I Play 3D Soccer, are also developing a realistic *Formula 1* grand prix title and a tennis game. We'll keep our ears to the ground to bring you more details later.

VOLFIED

It may have a funny name, but it's a very nice game. *Volfied*, converted from the Taito coin-op, is a '90s version of the classic Qix - you know, the one where you draw boxes to fill in the screen. *Volfied* retains the basic idea but tarts it up no end with 16 flashy backdrops (one for each level), a variety of power-ups and more sophisticated aliens. Empire's done the converting and plans to release it on all major 8 and 16-bit formats this September.

PIT-FIGHTER

Early reports on Domark's forthcoming conversions of the smash Atari coin-op, *Pit-Fighter* suggest that things are going very well indeed. The spade work is being carried out by Teque London, and even at such an early stage it's already starting to take on the look and feel of the arcade original.

The game features 1,200 frames of animation to give the no-holds-barred fighting action a realistic feel. Graphics



and sound are taken directly from the coin-op as are every one of the original game's fighting moves, including the secret ones. Teque is particularly proud of the coin-op's 'pan and zoom' camera action, which they say has been faithfully recreated.

Pit-Fighter is set for release on all major formats this October and,



LONDON MONARCHS

R and R is not a widely used term with the London Monarchs. However, when Britain's premiere American Football team do have a break, they like nothing better than to pay a spot of John Madden's *American Football*. Showing off their favourite game, two of the Monarchs are pictured here with Electronic Arts' main man, Simon Jeffery.

Meanwhile, EA are due to release several console-based games. Expect to see PGA Tour Golf, Lakers vs Celtics and the NBA Playoffs and John Madden Football on the Famicom. Mega Drive owners will enjoy the likes of NHL Hockey, F-22 Tactical Fighter, Might and Magic - Gates to another World, Road Rash, Starflight, The Immortal and Earl Weaver Baseball.



PEGASUS

Satan, the father of lies, has travelled the five planes of existence and shattered the crystals, which hold the souls of the incarnations of each plane. These are Death - the Grim Reaper, Nature - Green Mother, War - Master of Tactics, and Fate - Mother of Destiny.

Satan now has direct and ultimate control over the five planes and the mortal world. You are Percius, your friend and flying companion is Pegasus and your mission is to collect all the fragments of the crystals so that the incarnations can function once more.

The game features five levels each one consisting of ten stages. The game includes a wealth of features. Creatures attack from land and air, they vary in size and some need more shots than others to be killed. When dead however, some become crystals while others turn into power-up icons that offer extra strength, fire-power and even out-riders.

Expect to see Pegasus arriving from Gremlin in June. It'll be available for the Amiga and ST.



confidentially, Domark is hopeful of swiping the coveted Christmas number one spot.

GAZZA SIGNS UP

Will he or won't he? Just where will soccer supremo, Paul Gascoigne be playing next season? Well, *Games-X*

can reveal all. The much-loved Georgie boy has signed up an exclusive deal with the Phone Program Company.

"Gazza was an obvious choice," said PPC's commercial director, David Martin. "He's without doubt the hottest licence around at the moment, so when we were looking for a major sporting personality to endorse our new football game line, we knew immediately who to try and sign."

In the game, *Gazza's Hat Trick Hotline*, the caller gets to play football with Gazza in a vital cup match. Complete the football game with comments on the quality of play from Gazza himself for exciting cash prizes.



The game challenges callers to answer questions on soccer to complete successful moves with Gazza.

Gazza's Hat Trick Hotline can be called now on 0898 345 985. All calls are charged at 34p per minute cheap rate and 44p per minute at all other times. If you do not pay the phone bill, ask the person who does before you call Gazza.

GAME BOY

Just a little bit of nonsense to lighten the day of Game Boy owners. When George Bush was tucked up in bed after his heart scare a couple of weeks ago, what did he use for relieve the stress of his job? You got it, that piece of electronic pocket wizardry, the Game Boy - no info on what he was playing though, I'm afraid.

While on the theme of this amazing little beastie we made a cock-up of pretty gigantic proportions the recent *Games-X* hand held overview. The Game Boy was quoted as containing a 6502 processor. - absolute bunkum and balderdash as Bernard Ingham once said.

The Game Boy uses the jolly ol' Z80 and don't let anyone else tell you different. Thanks to Argonaut's Jez San for ringing in with that essential info.

Also, we were a little low on the monthly release schedule for the Atari Lynx as they'll be releasing 50 games this year. And I didn't mention the Lynx's unique and totally fabby, sprite scaling. Sheesh! Who'd be a journo, eh?

PREHISTORIK

Prehistorik, a member of the Dinner Club Tribe is hungry as are his families of nine wives and offspring. Carrying his faithful Dinner Club, now hailed as the solution to the empty stomach, *Prehistorik* sets off in search of food.

Possible meals include King Kong's great grandfather, a deplorable diplodocus, a ferocious rhino and a great grizzly beast to name but few.

Release your primitive energy on these prehistoric monsters as you battle from the ice age Antarctic to the deep caves of unknown jungles. Utilising a wide range of extra weapons, *Prehistorik* has not only to defend himself from the relentless onslaught of hungry critters, he also has to negotiate several particularly tricky puzzles.

Warm up your Stone Age instincts with *Prehistorik* from Titus. Released towards the beginning of June, *Prehistorik* will be available on the Amiga, ST and PC.



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This Week's Specials

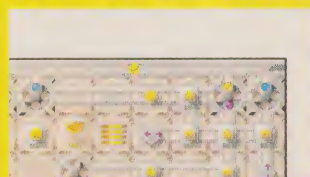
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ALCATRAZ

The island of *Alcatraz* is rotten to the core, contaminated by the foul deeds of the crazed drug baron, Miguel Tardiez. What once was a high security prison has now become the centre of Tardiez's evil empire, and you must put a stop to it immediately.

As a crack commando you must undertake the most perilous and daring mission of your life. Your task - to penetrate the island of *Alcatraz* and capture Tardiez. Many have tried and died in the attempt. Are you the right man for the job?

Programmed by Roland Morla and Frederick Raynal, featuring graphics by Josiane Girard, Infogrames' *Alcatraz* is an action game that features simultaneous two player action.

The game includes five different levels as you control either **Fist** or **Birdy** as they make their way through the Jail. Armed with machine-guns, flame-throwers, knives and grenades the duo are backed up by lookouts, **Scott** and **Kevin**, who are situated on the mainland.

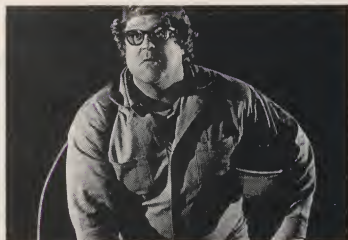
Heralded as the follow-up to Infogrames' earlier hit, *Hostages*, *Alcatraz* will be available for the ST, Amiga and PC this summer.



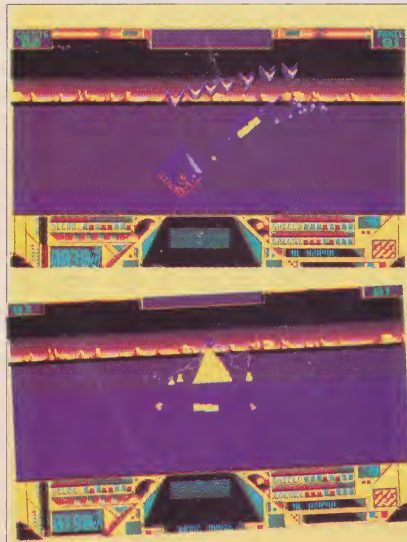
ARACHNOPHOBIA

As a special treat, here's a picture of the forthcoming PC adaptation of Disney's scary spider-flick *Arachnophobia*. It's being done by Disney Software in the states (hence the PC version first) and takes the form of an arcade-adventure type thing as you run around trying to rid a small town from the eight-legged peril.

Arachnophobia is being released over here through Titus, and the PC



version should be on the shelves within a month or so, with ST and Amiga versions to follow later in the year.



AQUAVENTURA

Your mothership is under attack, she's about to blow! Luckily, you find and activate an escape pod in the nick of time. Unluckily, no one else makes it. Your craft is caught in horrific turbulence as the ship is torn apart by alien fire.

In an attempt to escape, you head for the nearest planet and discover intelligent life. Maybe this indigenous life can help you. However, before you can utter "Oh no, here they come again," your alien pursuers are upon you.

The planet on which you find yourself is made up of a series of water filled craters. You have to defeat a set number of aliens before the access shaft to the

next crater is revealed. Each exit is guarded by a fearsome monster, who must also be laid to rest before progress can be made.

A twisting tunnel also has to be negotiated before you reach the level. At the end of the tunnel you may also visit a trading centre to buy extra weapons and energy for your ship before blasting off to your next sortie.

Aquaventura is created by Bill Pullen, the man behind *The Empire Strikes Back*. It features 10 increasingly deadly levels of 3D sprites, skillfully combined with vector graphics. Amiga owners can expect the game during September, price £25.99.

NEW ATARI BUNDLE

Atari has decided to scrap the STFM replacing it with a new, low cost 520STE pack.

The £299 **520STE Discovery Extra** pack will include four games - *Anarchy*, *Dragon's Breath*, *Indiana Jones* and the



Last Crusade, and *Super Cycle*. Also included in the pack will be the *Neochrome* art package, *First Basic* and a tutorial disk.

Atari now has three clearly defined packs, moving up from the *Discovery Extra* through the £359 **520STE Turbo** (with eight games plus utilities) to the £399 non-games **1040STE Family Curriculum** package.

EXCELLENT!

A new deal between Accolade and US publisher Capstone is set to bring a number of yank produced games across the pond, including three big name licences.

The trio of major titles comprises **Bill & Ted's Excellent Adventure**, **Miami Vice** and **The Cardinal of the Kremlin**, adapted from the Tom Clancy best-seller.

Little information is available on any of the products as yet, other than they're due to be released sometime over the coming year. More news as it surfaces.

CORE LUMMEE!

Core, the producers of *Corporation* and, recently, *Chuck Rock*, has declared its love affair with Sega by announcing a range of **Mega Drive** and **Master System** releases. **Corporation**, **Chuck Rock** and **Torvak the Warrior** are to be released on the **Mega Drive** with **Chuck**



Rock to appear on the **Master System**.

No **Game Gear** announcements have yet been made. However, I reckon **Chuck Rock** would be the favourite for an initial release.



GIGA DRIVE

The rumoured successor to the highly successful **Sega Mega Drive** edged ever



MAD TV

Archie has fallen in love with Betty Botterblom, the attractive TV announcer.

Whilst walking around the studios at MAD TV he is mistaken for the new programme director, Manfred I Feinbein.

Seemingly carefree over his new position, Archie gets to see Betty every day. With his boss giving him a hard time, Archie must rectify matters before he's sacked and loses Betty's love.

It's down to you to change the normal, serious TV company into a fun company loved by everyone. Have you got what it takes to change the viewing figures? You'll be responsible for planning new programmes, searching for

up-to-the-minute news, organizing adverts, producing new series, renting studios and sabotaging your rival's plans.

The better you become the higher the ratings. As you grow in power you'll discover you can perform more and more high-level tasks. However, don't forget the gorgeous Betty, she needs attention too you know!

MAD TV is essentially a business simulation with one essential addition - fun! It is a one player game played against two ruthless computer opponents.

Featuring a large dose of humour, MAD TV will be available on the Amiga, ST and PC compatibles towards the end of August.

closer with the official release of the specifications to the new Sega System 32 arcade machine hardware.

It's the guts of this new arcade system that is thought will form the basis



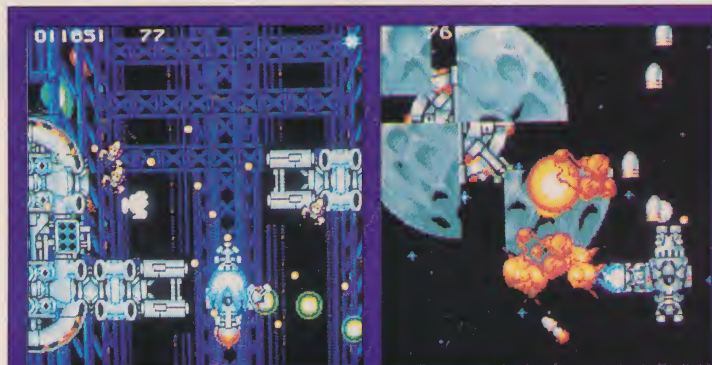
to the new Giga Drive.

Taking the high powered Neo Geo as a comparison you can easily recognise the sheer power of the System 32 architecture. Sega's 32-bit system will run at 16MHz with an 8-bit sound CPU operating at 8MHz. Looking at the memory the System 32 can tackle 125Mb of ROM with 8Mb of RAM compared to the Neo-Geo's mere 64K.

Bouncing around the 320x224 (low res) and 416x224 (high res) screen is a maximum of 8,000 sprites compared to the Neo-Geo's 380. In addition while the Neo-Geo can handle 4,096 colours with 15 sounds the System 32 board has a 16,384 colours with 22 sounds.

A new race game, a game genre

Sega excel at, called Rad Mobile will form the first System 32 game. Chip tricks will include the use of fog, blurring and fade-in/fade-out to enhance the realism. In-game examples include the build up of rain on your windscreen until you switch on the wipers, blurred objects during foggy weather and so on.



FRENETIC

In the 23rd century the world's leading scientists gather to discuss the probability of life beyond the outer most edges of the galaxy. The time scale is critical - life on Earth has to be relocated due to the inevitable breakdown of the Earth's shield after two centuries of continual attack from the planet Mozzone.

A scouting party is sent to break through their defences and reach the outermost point of the mapped galaxy. From there they must go further than any ship has dared venture before. Your aim is simple - make a safe passage for the Earth's motherships to proceed to a new galaxy and a new beginning.

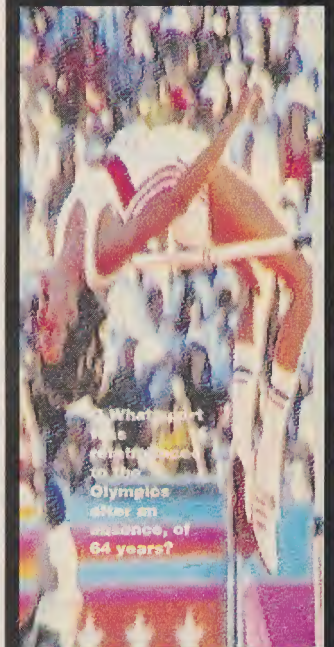
Frenetic is played in eight space worlds, each with their own unique theme and monstrous end-of-level Mozzone warship, which will require all your skill and firepower to defeat. To assist you in your quest you can increase your firepower by collecting various bolt-on weapons with varying capabilities.

The game may be simultaneously played by two players giving double the amount of firepower. Frenetic will be available during June for the Amiga and ST, priced £20.99.

CDTV TRIVIAL PURSUITS

Domark is the latest company to pledge support for Commodore's Amiga-in-a-black-box, the CDTV, by dredging up one of its old favourites, Trivial Pursuit and adapting it for the CD-driven wonder machine.

CDTV Trivial Pursuit promises to be a considerable improvement



over the previous computer-based adaptations, featuring 2,000 questions, every one coming with a tinkling of music or illustration of some kind.

The sound and graphic-based questions will obviously be the most improved, with celebrities such as Patrick Mower, Enn Reitel and Kate Robbins providing the voices of the cartoon-style characters that ask the questions. And of course, players will no longer have to identify a piece of music from a tinny computerised rendition - now you get to listen to the real thing.

Apart from that, Trivial Pursuit remains roughly the same and there's a good chance of extra question CDs if the game proves a success. It's due for release in September at around the £30-40 mark.

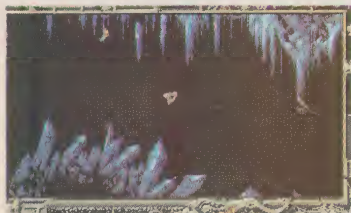
MEGA-LO-MANIA

Deep in outerspace, you and three computer opponents have stumbled upon a primitive, unspoilt planet. Nurture this land and become its overall leader and you could be a major force in the universe. Unfortunately, your three opponents are all trying to reach the same goal.

Mega-lo-Mania features superb graphics and sound that'll blow your socks off combined with intense strategy and wicked humour. This Image Works' game will be available for the ST, Amiga and PC this summer.



EXECUTIONER



Game design house, Hawk, is releasing a game which lists torture and slave trade amongst its high points. The game

is called *Executioner* and features arcade action and Mercenary-style strategy.

For much of the time, you control a craft with a 'thrust and rotation against gravity' type of control mechanism. You have to capture prisoners and torture them for information. But you must be careful not to over do it, as you can use these poor blighters for trading purposes.

Graphics and sound add greatly to the atmosphere of this decidedly sinister game which is set for a July release.

RIDERS OF ROHAN



Planned to be the first of three games encompassing the J R R Tolkien classic, *Lord of the Rings*, *Riders of Rohan* is best described as a strategy war game with a twist. The game will also have numerous sub-games and arcade sections.

In addition there will be some unique encounter sections between the main characters, which help maintain the spirit of the original books. The graphics are also an integral part of the game and are in keeping with the highly visual nature of the original books.

Riders of Rohan will be available on the PSS label. Initially available for the PC in about a month's time, versions for the Amiga, ST and Apple Mac will follow.

CLOSING QUIP

Electronic Arts would like us all to know that it made lots of money last year.

Must be something to do with the excellent games it produces on a wide variety of formats. Keep it up lads!

WIZ KID

Welcome back to the wonderful world of Wiz, scene of the best-selling, award-winning game, *Wizball*. Now, programmers of the original, *Sensible Software*, invite you to attempt *Wiz Kid*, the prodigal son of *Wizball*.

Having returned from your journey you discover that your poor old dad has been whisked away and imprisoned in Zark's castle. Obviously, this will not do and being the busy little fellow you are, you begin to redress the balance.

Featuring 12 levels, *Wiz Kid* is full of colour and sound that'll have you coming back time after time. ST and Amiga owners should prepare for *Wiz Kid's* arrival this summer.



SOZ!

Our review of Mindscape's 4D Tennis (issue 3) was based on an incomplete version of the game. Therefore, we would like to point out that the score given is not a fair assessment of the game.

We will be re-reviewing and re-scoring 4D Tennis in a future issue when it is finally ready. Humble apologies to Mindscape for our error.

ALIEN STORM

Searching around the galaxy for a new planet to live on after ruining their own through lack of environmental awareness, a group of marauding aliens have attacked planet Earth. The creatures have carried out many small raids from their mothership that lies hovering over the planet, hidden from detection. Rumour also has it that aliens are even hiding in everyday objects, ready to pounce on unwary humans.

Early reports of the aliens existence was scoffed at, however, avid UFO spotters, Gordon, Karla and Scooter (wasn't he in the Muppets? - Ed.) were better informed. Calling themselves the Alien Busters, our three heroes were ready to respond at a moment's notice.

Carrying your prototype alien zapper, you and a friend can assume the role of the Alien Busters and take on the space mutants. The game features six missions, each one split into three stages. A slow scrolling fight scene opens the action before the game changes into a 3D shoot-out. Finally, you must stop the critters escaping to their mothership.

The game is currently being programmed by Tiertex and progress is reported to be good. Expect to see *Alien Storm* arriving from U.S. Gold this summer.



WHAT'S OUT AND WHEN

If any of the games we review are not due for release for several weeks, *What's Out and When* is our guide to when the games are actually due to hit the streets. The list below details which games will be released - i.e. you will be able to buy them - during the next seven days...

Product	House	Team	Format	Price	Date
3D Construction Kit	Domark	Incentive	Amstrad	£24.99	29/5/91
			Spectrum	£24.99	29/5/91
			Archimedes	£49.99	29/5/91
Atomino	Psygnosis	Playbyte	C64 disk	£14.99	28/5/91
			C64 cass	£9.99	28/5/91
			Amiga, ST	£25.99	28/5/91
			PC	£34.99	28/5/91
Bill Elliot's					
NASCAR Racing	Image Works	Konami	PC	£30.99	29/5/91
Crystals of Arborea	Palace	Silmarils	Amiga, ST, PC	£25.99	29/5/91
Demoniak	Palace	Chris Stangroon	Amiga, ST, PC	£29.99	29/5/91
Enchanter	Mastertronic	Infocom	Amiga, ST	£10.21	28/5/91
Hardball 2	Accolade	In-house	Macintosh	£29.99	29/5/91
Jack Nicklaus					
'91 Courses 5	Accolade	In-house	Amiga, PC	£14.99	29/5/91
			Macintosh	£14.99	29/5/91
RBI - II Baseball	Domark	The Kremlin	Amiga, ST, PC	£29.99	29/5/91
Supremacy	Virgin	Probe	C64 disk	£14.99	28/5/91
			C64 cass	£14.99	28/5/91
Viz	Virgin	Probe	Spectrum	£14.99	28/5/91

THE GAMES-X £20K SOFTWARE GIVEAWAY!!!

Step 1: Buy issue one of *Games-X* – if you didn't then why not write for a card?

Step 2: Check to see if any of this week's winning numbers match the one on your card.

Step 3: If they do match, send your card to us and wait for your prize! Easy, eh?

This week's contribution of nearly 200 games comes from just one company. The name of this generous bunch? **Active Sales and Marketing!**

Active Sales and Marketing as its name suggest is responsible for promoting several software houses' games. These houses include Dynamic, Novagen, Thalion and Vulture.



From Dinamic comes Narco Police a drag baron bashing shoot'em-up. There are 10 copies of this neat game on offer on just about every format going (ST, Amiga, PC 3.5", PC 5.25", Spectrum, Amstrad, C64).



Novagen is one of the longest established names in the games biz and its contribution to the industry's biggest ever compo is 40 copies of scrolling shoot'em-up Hellbent, on the Amiga and Atari ST



Thalion is represented by the Stone Age platform game Prehistoric Tale (10 copies on Atari ST and 10 on Amiga); shoot'em-up action with Wings of Death (again 10 on both ST and Amiga); and finally 10 copies per format (Amiga, PC 3.5", PC 5.25") of the molecule mastering puzzle game Atomix.

Last but not least Active has given 20 copies of Vulture's Pro Soccer 2190 for ST or Amiga owners.



THIS WEEK'S STAR PRIZE WINNING NUMBER

107817

WINS ANY 10 GAMES OF YOUR CHOICE

Yep any 10 games featured so far in our £20,000 giveaway could be yours if you have the magic number!



139664	45991	147544	76471	40141	104593	153066
56530	34375	13618	120384	57132	44068	121535
32640	145577	117941	18330	153015	86991	50970
65264	44384	120643	124934	134759	35104	135965
142666	32480	27425	130420	85802	99901	126020
154229	92281	42088	79499	139659	28308	148389
131472	30953	97905	39707	73649	45733	99251
124384	123713	86050	120928	17492	71311	69452
146781	149171	103981	46855	155397	72317	55624
74348	63041	16707	159752	138974	118528	34390
145675	55308	90328	45678	141454	152992	19754
34345	33557	136667	66942	45982	120277	127269
90485	100375	75621	87165	35633	87998	154698
146057	79637	23298	28731	15376	19643	137589
158190	86223	69377	73353	41364	158757	92206
50819	104271	126042	128156	134262	14379	61410
57778	138477	140719	136605	56924	95906	156033
157570	34803	142894	69592	119843	30437	80365
158231	125521	50254	34657	43038	90665	127442
90283	71808	48551	58470	99165	132364	159573
135986	127811	12636	94008	139722	28372	44719
84125	60437	74798	18374	47437	66869	132288
34109	16908	101781	117207	96430	100643	132367
40445	126130	134221	128240	82292	90006	152400
109559	24443	51563	157384	25157	73144	88207
20868	132191	127878	15502	60132	122428	
89102	125240	153932	155874	69485	117131	
64019	90914	145017	128552	95142	82235	
124261	55119	13001	88360	94132	92915	

Prize
winning
numbers

Rules and regulations

If your number corresponds to one of the winning numbers printed this week (or any of the next three weeks) then put your name and address on your personal competition card, indicate somewhere on the card the type of games machine that you own and send it to:

Games-X £20,000 Software Giveaway, Europa House, Adlington Park, Macclesfield, SK10 4NP.

Entries must be received within two weeks of the date on the front cover of the issue in which your winning number appears.

Any prizes not claimed will be put up for grabs in a future issue. So keep hold of those cards of yours won't you?

In the event of any dispute the Editor's decision is final. Employees of the Europsess group or participating companies are not eligible for entry.

What if you don't have a card?

If you didn't buy issue one of *Games-X* (shame on you!) then cards are available by writing to the following address: Games-X Compo Cards, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP.

Thanks to the following companies for their participation in this competition: Active Sales, Arc, Infogrames, Rainbow Arts, Gremlin, Palace, Atari, Impressions, Core Design, Virgin Games, Psygnosis, Demonware, Mindscape, Mirrorsoft, Empire, Ocean and US Gold.

KEEP THOSE CARDS BECAUSE NEXT WEEK WE'LL BE PRINTING EVEN MORE NUMBERS!

“ INCREDIBLE!! EYE OF THE BEHOLDER! DUNGEON MASTER FINALLY BEATEN?! ”



AMIGA
FRONT COVER
POSITION
89% "THIS ONES
A GEM!"

AMIGA 90%
COMPUTING

SOURCE: C+VG, MAY ISSUE

*If you desire a challenge
beyond human experience..*

Move up to a world of role-playing
adventure and take on a true challenge

Eye of the Beholder is an unbelievable
task for beginner or veteran. But believe
this, whatever your role-playing
experience, Eye of the Beholder will
SURPRISE, STIMULATE and
CHALLENGE you every step of the way.

- 100% point 'n' click game control.
- Fully animated encounters with realistic 'you are there' perspective.
- A web of deceit and intrigue draws you into the totally addictive plot.
- Control up to 6 characters via their portraits and icons.

SSI's AD&D® computer
role playing games have
gained a reputation for great gameplay.
Now they have added incredible graphic
presentation and a user interface that
makes this game the state-of-the-art for
computer role-playing adventure games.

THE EYE OF THE BEHOLDER



Screenshots are only intended to be illustrative of the game
play and not the screen graphics which vary considerably
between different formats in quality and appearance and
are subject to the computer specifications.

U.S. GOLD



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Available on IBM (EGA, CGA,
VGA, MCGA, Ad-Lib) & Amiga.

C&VG 86%
SUNDAY

"A fine game that
is a must for those
who've enjoyed
Dungeon Master"
"The quality of
animation is much
higher than in
Dungeon Master"

4 PAGE REVIEW

96% (PC)
95% (AMIGA)



"Incredible-Dungeon
Master finally beaten."



82%

"So much content
included within
the game.
EXCELLENT well
worth getting
hold of a copy."

AMIGA
FORMAT



3 PAGE
SPREAD

AMIGA
POWER

"I've lost hours on this game, more
so than anything I've played in ages"

88%

RAZE



92%

"Amazing
depth of game-play.
It beats Dungeon Master
at it's own game"

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the World in
Computer
Role-playing
Games

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham
B6 7AX Tel: 021 625 3366

GAMES CHARTS

1	▲	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
2	▲	MICKEY MOUSE House: SEGA Team: SEGA JAPAN
3	▼	TEENAGE MUTANT HERO TURTLES House: MIRRORSOFT Team: PROBE
4	▲	ARMOUR-GEDDON House: PSYGNOSIS Team: P HUNTER AND ED SCIO
5	◆	PGA TOUR GOLF House: ELECTRONIC ARTS Team: LEE ACTOR
6	▲	BACK TO THE FUTURE 3 House: MIRRORSOFT Team: PROBE
7	▲	POWER UP House: OCEAN Team: VARIOUS
8	▼	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
9	★	MONKEY ISLAND House: US GOLD Team: LUCASFILM
10	◆	GODS House: MINDSCAPE Team: BITMAP BROTHERS
11	★	HEROQUEST House: GREMLIN GRAPHICS Team: 221B
12	★	WORLD CUP House: NINTENDO Team: NINTENDO
13	▼	CHUCK ROCK House: CORE DESIGN Team: IN HOUSE
14	★	GOLDEN AXE House: SEGA Team: SEGA JAPAN
15	▼	VIZ House: VIRGIN Team: PROBE
16	▲	FINAL WHISTLE House: ANCO Team: STEVE SCREECH
17	▲	SUPER MONACO GRAND PRIX House: US GOLD Team: ZZKU
18	▼	BIG BOX House: BEAU JOLLY Team: VARIOUS
19	★	GOLDEN AXE House: VIRGIN Team: PROBE
20	★	TRACK AND FIELD 2 House: NINTENDO Team: NINTENDO

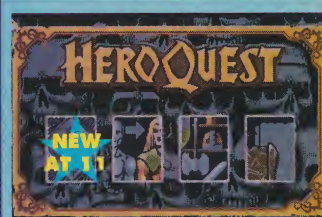


CHART FAX

The biggest surprise this week is the sudden rise of the Sega Mega Drive version of **Mickey Mouse** racing to number two! Who would've believed that a single format console game could do so well?

Another of this genre is the NES version of **Track and Field 2** which has emerged at number 20. Those bloomin' **Turtles** have left the number one slot - again! Will they be back?

New entries come storming in at numbers nine, 11 and 12 causing a major reshuffle around the middle of the chart.

The release of both the ST and Amiga versions of **HeroQuest** show that the computer version of this classic board-



game should prove to be just as popular as other recent Gremlin releases. **Monkey Island** from US Gold/Lucasfilm is also proving to be a major success!

The Bitmap Brothers' **Gods**, after its sudden dramatic downfall has remained at last week's position of number 10. The recent release of the ST conversion is bound to affect the oncoming week's chart position.

- ★ New Entry
- ▲ Climber
- ◆ Non mover
- ▼ Faller
- ★ Re-entry

Turn to page 32
for our specially
compiled machine
specific charts

THE CONSOLE CAPER

Console games are even more expensive. The manufacturing percentage is increased because it costs more to produce miniature circuit boards than bunging out floppy disks and cassettes.

Three quarters of the world's population buy music cassettes. Floppies are used around the globe. With bulk manufacturing and buying like that, it's easy to keep prices down. But producing console-specific cartridges costs lots.

Circuit boards, ROMs and so on aren't cheap. Is it any wonder that the average cartridge is estimated by the industry to cost around three and a half times as much to produce as a disk?

Because of their bulk, more storage space is required which incurs increased handling costs, and the console market isn't nearly as big as that for software on 'normal' media. The whole lot is a recipe for expense.

The Great Di

When you pay your hard earned for a game are you being conned? George Wesley gets his calculator out and does his sums

Software houses want nothing more than to part you from your hard earned. Huge budgets and thousands of man-hours are expended on investigating the current buying trends just so that someone, somewhere can exploit the trend, giving you what you want, and lining their pockets into the bargain.

LICENCE TO PRINT MONEY

You might think that for a software house, life is all flowing champagne and fat cigars, as another in a long line of monster hits is created and the money printing machine is rolled out in the knowledge of big returns.

After all, upwards of twenty quid is an awful lot of cash and if a few tens of thousands of kids around the UK and a few tens more in Europe buy the game, they must be making megabucks!

So if all this is profit is there for the taking, and all these games are being shifted week after week, *Games-X* asks: Just why are games so expensive?

A SLICE OF THE ACTION

On a game costing say, £20, that's fifteen quid for the software house and a fiver for the programmer, right? Wrong! There are a heap of middlemen who require a fat little slice of the profitable pie.

The first of these is the representative from Her Majesty's government, the taxman. At least the programmers, software house, distributor and so on earn their wad, the Inland revenue do nothing – 17.5 per cent of the game's total price is theirs by divine right. A full price game costs around £20 in 16-bit format meaning the taxman takes a whopping £3.50!

Next in line at the feast is the distributor. Distributors act as middle-men between software houses and high street stores. They throw muscle around the

FIFTY GAMES FOR THE PRICE OF ONE!

A few years ago, the combined record cleaner and vegetable slice manufacturer Cascade decided it was going to milk yet another easy market: computer games.

The company unleashed onto an unsuspecting public their Cascade Fifty a compilation cassette tape of fifty er, 'top' games. You know the kind of stuff, Hangman, Nim, Solitaire, Lunar Lander and so on. The tape was available for every home computer in the known Universe.

Fortunately, the great buying public is just not that stupid. Six months after release, the compilation was being sold as animal fodder, temporary housing – anything in fact to try and recoup the losses.

All of which just goes to show that compilations are almost invariably thrown together in order to milk a few pennies more out of an already squeezed-dry public.

You can't blame the software house. Once the money's been

invested in a product, they might as well throw it on a disk with a few other past top sellers, just in case someone was holidaying on Jupiter and happened to miss it first time around!

Compilations work because the games have already been programmed, marketed and milked. The alternative is to let them sit around on shelves and while there's a chance they can earn more money, software houses might as well put them out as compilations.



Divide

country, effecting a forced entry into any previously untapped retail outlet and leave no store owner unturned.

Software houses aren't geared up to selling and transporting their products so they pay a distributor to do the job for them.

The distributor gets around five per cent of the game's price for all this hard work. From our hypothetical game priced at £20 that figure equates to a measly £1.

To make money the distributor must be responsible for huge amounts of units and be able to supply them at a stroke.

One of the UK's largest ST, Amiga and PC distributor Centresoft, says "[we] have excellent stock availability, next day delivery, telesales, an efficient dealer department [and perhaps most importantly...] a flexible pricing structure." Sounds like hype? It isn't.



All these abilities and more are necessary to the efficient distribution of the latest software, and if it don't get in the shops, it ain't gonna sell!

And so the games get trucked around the country looking for a final outlet. When it's found, the guy who owns the shop wants his cut.

IN ON THE ACTION

Many stores have mail order operations as subsidiary companies, but for the punter, there's no substitute to a rummage on the shelves. It's where you go to see your mates, play the latest games and hand over your gelt.

Dealers can expect a 40 per cent cut of the price of a game sold, which means a hefty £8 from a £20 one. But don't think the dealer's getting rich from the kings. There's a shop lease and upkeep to pay for, local taxation and enormous competition from the in stores such as W H Smiths and Boots.

From a game retailing at twenty quid, the software house can expect around £7.50 for originating the idea, programming and producing it. A fiver for the 'house' and 50 for the programmer? Forget it! Here's how the software house cookie crumbles...

Advertising costs megabucks, everyone knows that. A double-page spread advertisement in a popular magazine can cost several thousands, and a game's nothing without advertising. Unfortunately, the reverse isn't true, so that although the software house might spend £3 of their £7.50 cut on advertising, it's no guarantee of success.

A decade or so ago it was popularly believed that marketing men and advertisers could take on any band, chocolate bar, car or watch, wrap it in ribbons and with the right promotion sell it to a thrills hungry public – they were wrong.

At the end of the day if your product isn't good it isn't going to sell. Sure there are always a few mugs – those who bought deeley-boppers and played ET on their 8-bit machines – but you can't expect everyone to be taken in.

THE FINAL CUT

So three quid goes on the advertising gamble and the software house is left with £3.50. The average game's development costs have been estimated to take about 30 per cent of the final profit. That includes paying the programmers, story-boarders, musicians and all the other gifted ones associated with the game.

Floppy disks bought in bulk cost between 30 and 40 pence each and a cassette tape, plastic case and

TWICE THE BITS = TWICE THE CASH?

The 8-bit market is dwindling. Software houses assume that you'd have a 16-bit machine if you could afford it – they don't understand concepts such as 'loyalty' or 'liking the machine' – therefore if you can't afford a decent computer, you probably can't afford to buy a game at twenty five quid a throw either.



What are they going to do? Ignore you and miss out on a lucrative avenue of exploration, or wait until a game hits the jackpot, bung out a quick 8-bit conversion at a cut price and rake in the resultant profits?

Didja guess which one? See, the game's already been developed, advertised and so on, so the bulk of the money's already been spent.

Bunging out the code to freelance conversion merchants costs nothing in overall terms. The software houses invest time, money and effort into developing the 16-bit big sellers, then concentrate on mopping up any other loose 8-bit cash that happens to be floating around.

insert, around 25p. Let's say that what with duplicating the games, buying the media and so on, manufacturing costs are 25 per cent – 88p, which leaves £2.62.

So from a game that started out at £20, the software house is left with a profit of a little over £2.60. It's easy to see that if they don't sell many units, they're gonna be well into the red!

And none of these figures take into account the enormous lump sums necessary to buy up licensing deals. Pay out something approaching a third of a million to buy up the Turtles is a pretty big risk.

Producing a game is a gamble. Someone's got to put up the money and there's no guarantee that an increasingly sophisticated and discerning public (you!) is going to buy it. If the software house is getting – moderately – rich, it's probably because they deserve it!

TOP TEN PRICE OF ENTERTAINMENT

It's not all doom and gloom though. When compared to other forms of entertainment, an addictive 16-bit game is positively cheap!

We compared the top ten pastimes to determine which offered better value for money on a price/initial consumption time and lasting effects equation...

Product	Cost	Initial consumption (hrs)	Lasting effects
Game.....	£20	2 – 5	Months of addiction
CD	£10	1 – 1.5	Months of shame – a CD by the 'wrong' band!
Cigarettes.....	£2	2 minutes each	Smelly hair, breath, cancer
Cinema	£3	1.5	Bit of talking after
Comic.....	£1	0.5	Depends on whether it's Jackie or Viz
Magazine	£2	Hours under duvet with torch	Afflicted sight
Stamps	£5	Hours pouring over album	Severe unattraction to otherhuman beings
Video.....	£2	1.5	Depends on whether it's Death Squad or Bambi





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GAMESX 12

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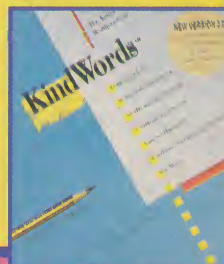
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GAMES-X SCORING SYSTEM EXPLAINED!

It's not difficult but we want to make everything as clear as possible. So sit down and listen carefully as you're talked through the various aspects of the game reviews...

X-RATING: XXXXX

The higher the rating the better the game

ALEX is victorious as he completed Mario World before anyone and doesn't stop reminding us. He asks everyone to bow at his feet and lick his shoes because he is the greatest. Unfortunately his head will no longer fit through the door!

BRIAN has been nurturing the hairiness of his upper lip for some time now. It has gone beyond looking like an overgrown caterpillar, and is now of a fairly reasonable standard. So Bri, is that a Lemming on your upper lip, or are you just pleased to see me?

JOHN Games-X's answer to Bon Jovi, John Bon Hovis, is currently writing his latest song, entitled Mosh 'til you drop. Playing lead guitar, John likes to wear leather, loves cowboy boots and wraps himself in chains, but more on his personal life later...

Gameplay: 18/20
Lastability: 18/20
Presentation: 20/20

Gameplay

How the game actually plays

Lastability

How long you're going to stay at your machine

Presentation

Just how good the sound and graphics really are

RELEASE INFO

C64 c£11.99 Now
Atari ST £24.99 Now

What machine the game's available for, how much it costs and when it's out. The one in red is the format we reviewed. The 'c' means cassette and the 'd' stands for disk

LOGICAL



Puzzle games are renowned for being addictive. No one knows why, they can only grab the joystick and keep playing for hours on end. Logical follows suit and is easy to pick up but impossible to drop!

Logical contains 99 levels of brain-teasing mayhem which involves marbles rolling around a track and into a number of revolving receptacles. Being played against time, Logical is a desperate battle of pitting your skills against the ever decreasing clock.

With so many of the charts being dominated by shoot'em-ups these days, Rainbow Arts have decided to released a hard-hitting puzzle game that, although different from their excellent Turrican 2, should prove just as addictive.

According to the Rainbow Arts team, Logical is no simple game, nor is it the usual mind-teaser. In fact it promises to be more than that. Behind the simplistic graphics lies a well-thought out game and the conversion from idea to product has been successful.

DON'T LOSE YOUR MARBLES

The game is based around small marbles of various colours and turning wheels a la Downfall. The idea of the game is to simply collect the balls in the slots on the disk, each one having four holes.

The game would be easy, if wasn't for the complex design which makes up the levels and the obstructions that slow your progress down. On top of this you must collect balls of the same colour in the same receptacle in order to win.

The balls come in four colours: red, green, blue and yellow. They enter from the top of the screen and keeping rolling along the same path until a new way is found - probably a wheel will open a hole to let it through. A new ball is released each time one is taken from the top row, although there is a time

limit that pressures you into collecting a loose ball.

When, and if you manage to fill a disk with balls of the same colour it will explode. This means that you have completed it and it doesn't need to play any further part in the game.

Any excess marbles however, can be flooded into previously exploded wheel to make space.

The only exception to the above is when one or more receptacles are linked. They will only explode when all of the linked wheels are filled with uniform balls.

THE SANDS OF TIME

A small display somewhere on the screen will tell you which colour balls will be next from the top. Also an hourglass shows how much time you have left.

Along the row where new balls enter, an increasing line creeps from



The level entitled Two Islands is fairly self-explanatory. Two sections of wheels separated by a vast space, with a teleporter being the only means of connection

Direction arrows that only allow one-way travel

The colour changer varies the balls as they pass underneath

The cursor, controlled by either mouse or joystick

Traffic lights only allow a ball of one colour to pass

The four ball time limit

The release track where the balls appear

Loads of revolving wheels, each with four receptacles

Colour handicap means you have to complete the wheels in a certain colour order

The hourglass reveals how much time you've got left

right to the left of the screen, showing how much time you have left to use the ball rolling at the top.

Having completed the first few levels, you will shown new obstacles that make the game harder. To start off you will be blocked by a traffic light.

These sit across the pathways and only let balls of certain colour through. Colour changers also haunt the roll-ways, and any ball passing through will be changed to the colour shown on the top of the changer.

GOING YOUR WAY

Direction arrows guide your balls around the maze of tunnels, but any object trying to go against the apex of the arrow will be thrown in the opposite direction.

Teleporters often take the place of conventional tracks, and any ball touched by them will transported to the receiving teleporter. This gives access to wheels otherwise unobtainable.

The last object you'll come across the the colour handicap. Looking like a traffic light with weird colours, it only allows you to explode the disks if they have been filled in the order that the lights are stacked.

Either mouse or keyboard controls the cursor. The left hand button selects and starts a ball rolling. The right button will rotate one of the wheels.

At the end of each level you will be given a score and a password. The score you are awarded depends on how long you have left on the timer, and also takes other special matters into account. The password simply allows you to enter the game from the level you last attempted.



DIRECTION ARROWS – appear quickly and cause big problems

TRAFFIC LIGHTS – often placed at key points to make the later levels harder

COLOUR CHANGER – situated over the track and switch the ball's colour

STANDARD PATHWAY – guides the marbles around

COLOUR HANDICAP – indicates the order in which they must be completed



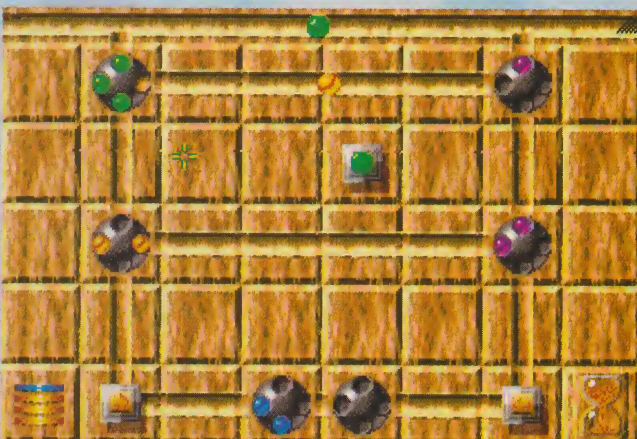
Before you embark on a level you can have a sneak preview of the stage. This will give you some idea to where to start drooping the balls



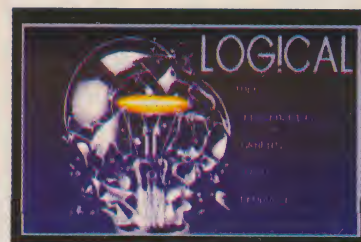
The balls start rolling slowly, and everything is easy going. Thankfully a set of four balls of the same colour are released fairly easily



You successfully manage to destroy the first few wheels, and the balls are still coming. Time is still on your side so keep going



With only one ball left to fill and oodles of spare time, you could waste those excess balls by creating more colour matches



FACT FILE

Software House: Rainbow Arts
Programmer: Volker Eloesser
Graphic Artist: Iliakon Akbiyik
Sound: Rudolf Stember

In this day and age where everyone apes over visually stunning graphics, ear-shattering sound and above all, floods of violence, you wouldn't think there was a place for the good old fashioned puzzle game. However, you couldn't be more wrong.

Playing a puzzle game like Logical makes a change from picking up the latest piece of software and kicking some alien's butt for the umpteenth time.

Thankfully Rainbow Art's latest game makes you use you head and not just your itching trigger finger, and proves that these so-called boring games are just as addictive as any other product on the market.

While being filed under the same type of game as Lemmings, the product itself is very different. Logical is best described as a mixture of Krisalis' Revelations and the board-game, Downfall.

Logical is an excellent puzzle game, and offers surprisingly good graphics and sound for a game of this ilk. A throbbing tune beats throughout the game, accompanied by some neat spot sound effects.

The first few levels are easy, and you should sail straight through the first 10 or so. You still however, have another eighty-odd that get increasingly difficult, with the addition of numerous obstacles.

Not only does the game remain addictive throughout, the little touches like the addition of traffic lights and colour changers ensure that a game with a longer lasting appeal.

X-RATING: XXXX

Gameplay: 18/20
Lastability: 18/20
Presentation: 16/20

RELEASE INFO

Amiga	£19.99	June
Atari ST	£19.99	June
IBM PC VGA/EGA	£19.99	June
C64	£9.99	June
	d£14.99	June



FACT FILE

Software House: Thalion
Programmer: Thomas Behrends
Graphic Artist: Thorsten Mutschall
Music: Thorsten Hippel

The software industry apparently wants us to start using our brains again! Puzzles seem to be appearing by the truck load, and this is definitely a good thing.

The mindless shooty shooty game seems to be taking a brief back seat over the summer period.

Tangram is a simple but effective little brain teaser which will keep you occupied for hours. It's addictive and is one of those games which will make the time disappear without you noticing.

Tangram will appeal to players of all ages as long as they've got a couple of brain cells to rub together.

As you can see from the screenshots here the graphics are of a very high standard and they manage to evoke a certain oriental charm. Likewise the music is suitably Far Eastern in its style as it rambles on in the background. The Chinese were definitely advocates of the premise that simple is effective. Tangram is proof of this.

X-RATING: XXXXX

Gameplay: 16/20
Lastability: 18/20
Presentation: 15/20

RELEASE INFO
Amiga £25.53 June
Atari ST £25.53 June



The first level is relatively simple to bend your brain around and will break you in gently



There are 200 separate figures within the game so it'll take a long while to complete it



Ahhh! It's a cute little bunny rabbit. This one's easy, but just you wait till you see some of the ones on the expert level!

TANGRAM



Ancient Chinese puzzle games seem to be undergoing a resurgence in popularity. Last week I had a look at Activision's 3,000 year old Shanghai II, and now there's Thalion's 4,000 year old Tangram to attempt. What geometric puzzlement awaits...?

Tangram is an ancient Chinese puzzling game in which you have to put seven specifically shaped geometric forms on top of a darkened figure in a playing area.

This shaded area must be covered exactly using the different shapes, and there is a time limit in which the task must be completed. The game offers a total of 200 different figures which vary in complexity.

Control over the puzzle is simple, you can select and deselect the geometric figures by clicking on



Every 10 levels you are given a bonus screen where you must match up pairs of icons which are randomly scattered around. You've got to be quick as it's against the clock

them at the side of the screen and then they can be placed on the playing field. The next step is to slot

them into various parts of the screen by rotating them and then simply dropping them in.

Now this sounds fairly simple doesn't it? Well, there is a slight problem in that for each level of the game, there's a limited number of each of the shapes, and you must use all of them!

The first few levels of the game are relatively simple and let you get to grips with the control method and the idea behind the game.

As you progress the figures become more difficult to complete and the time limit which you have to complete the set task reduces.

GENTLE BEGINNINGS...

Now, regardless of what you may think, the more simple the shape of the actual figure, the more difficult you will find it to complete the puzzle. I can't tell you the problems I had trying to fill in a simple square!

At certain stages in the game the challenge will change to give you a break from the brain strain.

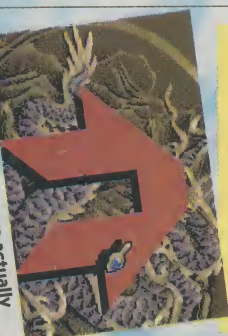
These bonus stages require you to click on pairs of matching icons which are scattered around the screen in a random fashion. You have a very short time limit here so you're going to have to be very quick.

As puzzle games go this is certainly a very good brain teaser. Those of you who find they can get the old grey matter around most spatial reasoning puzzles will probably find the first few levels a bit boring.

However, the later stages and the more advanced skill levels will prove to be a real challenge.

Fortunately there is a password system which allows you to skip levels so you don't have to put up with the tedium of working through the easy bits.

On the whole I would have to say that this is not at all bad. It reminds me of an old puzzle game called Pythagoras. This is just as addictive.

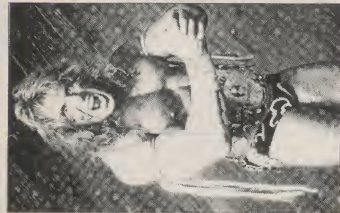


Many of the shapes are actually very easy once you've thought about it for a while. This one for example is a welcome piece of light relief after a series of stinkers!

LET ME INTRODUCE...



Hulk Hogan



Ultimate Warrior



Randy Savage

Having selected the wrestler you want to be, you meet your opponent. Before long the pre-match insult war begins and the names begin to fly...

WWF SUPERSTARS

Those outrageous stateside wrestlers Hulk Hogan and the Ultimate Warrior have now made it onto the Game Boy, featuring five of your favourite extravagant elites to fight against!

The fighting takes place both in and out of the ring, and if you're thrown from the mat your opponent will continue the chase



Software House: Nintendo
Development team: Iij Software

FACT FILE

The majority of wrestling games suffer from complex control systems just to perform the simple bodyslam. WWF Superstars however, shines through after a few bouts of practice.

The graphics, for a monochrome screen, are surprisingly good, with some neat animation and visual effects. Each character has his own tune and there are a number of other little ditties.

The two player link furthers the game's appeal, although two cartridges are needed before the game can be played simultaneously.

Wrestling is very much a game for to a fan of the sport, and in my opinion WWF Superstars is the wrestling simulator to buy for your Game Boy at the moment.

Thanks To PC Engine Supplies, Stoke-On-Trent.
Tel: 0782 213993

X-RATING: XXXXX

Gameplay: 16/20
Lastability: 13/20
Presentation: 15/20

RELEASE INFO
Game Boy £20.00 Now

When running, button A will drop-kick, button B will make your character perform a clothesline. The grab, punch or slam you must walk and press buttons B and A respectively.

The start button pauses, and once you have your opponent on the mat, the A button will make your wrestler power-elbow the unsuspecting opponent.

DON'T LOSE YOUR HEAD

Headlocks and other manoeuvres can be performed, but the wrestlers like to use their special ability which is done by tapping A four times.

Mr Perfect will kneelift his opponent, the Million Dollar Man will kick you in the shins, the bionic elbow is Macho King's speciality, the Ultimate Warrior enjoys a good headbutt, and finally, Hulk Hogan uppercuts with his 24 inch biceps.

WWF also has a two player option. Providing you have an identical cartridge and a game link, you can compete against a friend. Both of you can choose who to be.

THE INCREDIBLE HULK

The great Hulk Hogan - player one
His challenger, the Million Dollar Man



minutes or no limit at all. After these selections have been made, the insults start flying between the two players, but this can be skipped by tapping the start button.

Once in the ring, the action starts and the bodies begin to fly. A

combination of buttons and the direction pad execute the moves, and these are as follows. The movement is obvious, with the control pad arrows used for walking and a double tap enables you to break into a run.

The excellent hand held, the Game Boy, now has the biggest names in American Wrestling crammed into its tiny screen.

Hulk Hogan, the Ultimate Warrior, Macho King, Million Dollar and Mr Perfect all climb into the ring at some stage to wrestle, pile-drive and grapple their opponent. Unfortunately this will be you!

WWF Superstars tries to feature everything that the sport includes, from the wrestlers' glamorous costumes to the pre-game slugging match.

When the game begins, you select the character you want to be. Full descriptions are given in the manual, detailing their past wrestling history and any special moves they perform, but more of that later.

The first opponent you will come up against is Mr Perfect, that is unless you chose him as your character. Each match is won on falls, and can be either one or three falls, with a time limit of five, 10



FACT FILE

Software House: Thalton
Programmer: Erwin Klobhofer
Graphics: Henk Nieborg
Musik: Jochen Hippel

The first thing that you will notice upon loading this game is the striking resemblance between this and Horror Zombies from Millennium.

The graphics are excellent and show off the capabilities of the Amiga to the full. The backdrops are excellently drawn, giving the game real atmosphere.

The characters move realistically if a little slow. Sound also helps to give the right feel to the game. What lets it down is the gameplay. Some of the enemies seemingly do not want to die even though they have been blasted for about the last five minutes.

To begin with the game will feel uninteresting but if you stick at it you will find it grows on you. If you don't own Horror Zombies this game will be a welcome newcomer to your collection.

X-RATING: XXX

Gameplay: 15/20
Lastability: 17/20
Presentation: 17/20

RELEASE INFO
Amiga £25.53 **Now**
Atari ST £25.53 **Now**

The task is actually harder than it sounds. To start with all you have to arm yourself with is an endless supply of rocks to throw at nasty creatures and a limited amount of bombs.

The game starts in the graveyard where you have to find a way to the other end of the cemetery via the underground caverns.

Once below the surface you will find the exit is locked so you have to find a rather large person who, when you kill him will give you a key — hopefully.

But the fight doesn't end here

as back on the surface there is also a fierce bird which must be killed to allow access to the second level.

Many obstacles stand between you and your goal. These include strange platforms which move up and down dipping into balls of fire each time they hit the ground.

The array of enemies who stand in your way range from a lovely zombie right through to the nice kind Grim Reaper himself (what is Brian taking about? — Ed). Each enemy will take a few hits with a rock to kill.

You control the mighty

thrown.

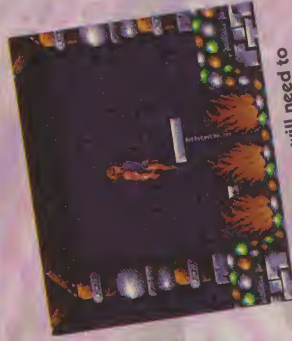
barbarian with the joystick. Left and right move him in the corresponding direction. While up and down make him jump and duck.

Pressing the fire button will make him throw a rock or if it is held down it will allow a bomb to be thrown.

GHOST BATTLE



Poor old Mr Barbarian, his one and only love has been kidnapped by evil beings and taken to the far side of the land. He must arm himself and fight his way through many levels to bring her home safely.



On level two you will need to have your wits about you as these platforms like nothing better than a flame bath. Unfortunately, you're allergic to fire, it kills you



Just when you thought it was safe to run to the second level this lovely bird rears its handsome head. Shoot repeatedly to kill it

This lovely chapple will unleash a key when he dies. This however, is not an easy task to complete

These handsome blokes welcome you to the land of the dead when your game is over. I personally like the one on the left



On the screen there are a number of indicators which tell you how well you are progressing. A life meter tells you how much energy you have remaining for the current life — there are three lives to start with.

There is also a current weapon icon and one which shows you how many bombs you have left.

FIGHT PREPARATION

Before you start the game you can select from one of three difficulty levels, easy, normal and hard. These give the player a chance to complete the game three times making the purchase worthwhile.

As you start each level you are given a quick look at the map of the land and where you are in relation to the end. The quest won't be easy, but you being a strong willed fellow will have a great chance of success.

THE BALL GAME



Yet another puzzle game to whet your whistle is the aptly named Ball Game. Oddly enough the game is filled to the brim with coloured spheres and men running around after them. Strange!

The Ball Game is a release for one to four players, and consists of a large chequered board on which the players' characters stand. Surrounding the game area are information boxes.

These are divided into two sections. The right column tells you how many teleports you have remaining and the left hand window shows your score, counts the time and details other information.

The game's characters are the four elements: earth, fire, air and



The coloured tiles on the floor represent different point values, and anyone placing a ball on that square will be awarded the number of points indicated

water. They can be controlled by either mouse, joystick or on the keyboard.

The right hand mouse button,

the most balls, but the person who has clocked up the highest number of points when the last player leaves the arena.

SHRINKING SPHERES

Once you've got the general gist you must progress with the game. There are three types of moves: walking, jumping and teleport.

If you walk to an adjacent square, your element will turn around and create one ball behind you. Jump two squares and balls in the immediate area will be changed to your colour. Teleporting will take you to a random location on the board but no balls will be created.

You only have a limited amount of teleports to use, although additional ones can be gained by winning the level or collecting a thousand points.



The Ball Game has a unique option which allows up to four human players to compete against each other or alternatively the computer

There are four difficulty levels to play the game at, starting at very easy for the complete novice to ludicrous for the Ball Game expert.

A combination of players can play, with two, three or four competing in the same game. Any number can be computer or human controlled.

STEERING THE SPHERES AND BOUNCING YOUR BALLS!



The game begins with all scores on zero. The four elements are in each of the corners and the board is ready for the taking. Remember, first come first served



The battle is very much even at this stage of the game. Anyone has the chance of winning, especially if they manage to make the killing double jump



Once all of the squares have been filled and all players have completed their moves, an additional bonus relating to how many balls you have is awarded

FACT FILE

Software House: Electronic Zoo
Programmer: Lance Mason
Graphics: Steve Greve
Music: Wally

At the moment the market is flooded with superb puzzle games like *Pygnosis*' Lemmings and Atomino and now Rainbow Arts' Logical. Unfortunately the games industry also has its fair share of 'leadies', and The Ball Game sadly falls into this category.

The presentation is pleasant enough, but the game itself is slow to play and therefore, very monotonous. You cannot fault the control system, as all three methods of operating your character are both easy to use and simple to learn.

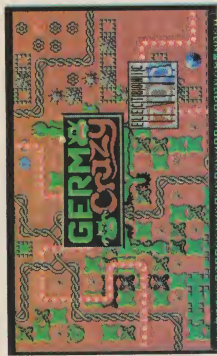
Another feature you don't often see in a puzzle game is a massive four player option, with either your friends or the computer controlling the opposition.

You may enjoy playing The Ball Game initially, but I can see the instant appeal soon wearing off due to the game's repetitive nature.

X-RATING: XX

Gameplay: 9/20
Lastability: 6/20
Presentation: 12/20

RELEASE INFO
Amiga £25.99 **Now**
Atari ST £25.99 **Now**



FACT FILE

Software House: Electronic Zoo
Programmers: Open Mind
Development Team: Open Mind
Graphics: Jonathan Staniford
Music: Tobias

Fans of the strategy game genre should take to GERM Crazy quickly. It's nice to see that a fair amount of imagination has gone into a game of this style. Recreations of old battles can get a little tedious after you've beaten Napoleon for the umpteenth time!

As you can see from the screen shots the graphics are of a superb standard and they make the game both easy to play and very amusing in places. Likewise the sound is excellent and it contributes well to the overall light-hearted atmosphere. The sampled screams and bone crunching noises are of a very high standard.

There are numerous options for you to fiddle with and there are lots of different avenues for you to explore. Because of this it's going to take a while to really get into.

With perseverance however, and some degree of skill you'll really enjoy GERM Crazy!

X-RATING: XXXX

Gameplay: 15/20
Lastability: 16/20
Presentation: 16/20

RELEASE INFO
Amiga £25.99 Now
Atari ST £25.99 Now

The computer war game is something which has been with us for a long time now. You've battled in the desert, in the trenches and in the skies, but never before have you been forced to enter the body of a young man (oo-er) and cure him of his terrible ailment.

Basically this is a fairly complex tactical war game which has been adapted graphically so the action takes place inside a human being.

Instead of beating up Germans or Russians in a by-gone age, you are now controlling the movement of numerous antibodies and the allocation of drugs and surgery.

As doctor in charge of the

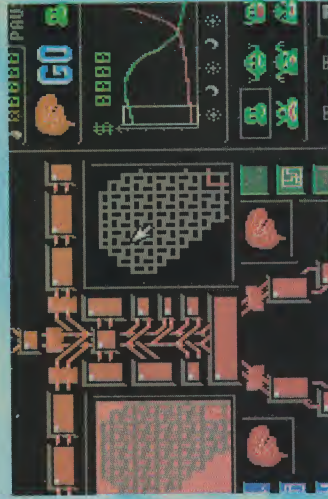


Germ Crazy is best described

as a full scale military medical game, You play the role of an adventurous doctor who has to save the life of his brother by going into battle against the germs which infest his body... mmmm luvverly



At times death will be your only option. Humane but is sometimes the only viable option



The body is mapped out into small squares to make life a little easier for you. All of the major organs are represented by squares

operation you are presented with a large number of different options in order to help your patient. For example, if parts of the body become too badly infected it is

possible to amputate and to replace these with mechanical appendages!

There are 70 viruses in all which you have to fight and these can be cured using the very latest

in germ warfare technology. There are numerous pieces of equipment which you are going to need which are available from different sources.

You can either wait for

Your patient is stretched out upon the bed ready and waiting for you! Are you sure you know what you're doing?



treatment on the National Health Service, go to a private clinic or alternatively you can try to obtain vital treatment by shopping on the black market.

Obviously, the private clinic is reliable, but expensive. The NHS is cheap, but there are queues, and on the black market some of the equipment can be a little on the dodgy side!

HEALTH DILEMMAS

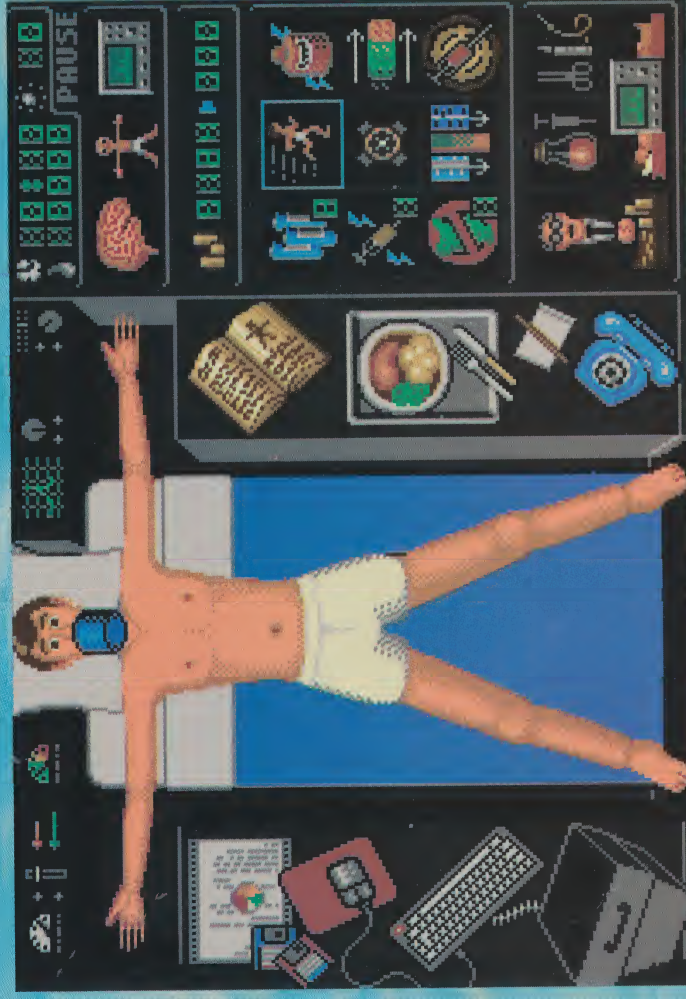
Energy is a vital resource and is desperately needed for you to create the widely varied agents which will combat the spread of the virus. If you can't spare the energy then your patient will more then likely end up losing a limb!

In all there are over a thousand different gameplay options, and this can be a little bit bewildering! Fortunately, the game is comes with a helpful quick start manual which will help you to get into the game easily and quickly.

Overall this is a pleasant change from the run-of-the-mill strategy game. It's quite a playable game and strategy fanatics will find it to be very enjoyable.

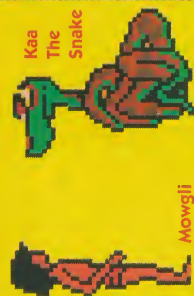
There are some amusing parts, and the numerous puzzles which you will find will keep you occupied for many, many hours. Once you've managed to get the hang of all of the different options this is a very good game.

GERM CRAZY



Bung that medicine down your throat lad, you'll soon get better

THE CAST...



Mowgli



Bagheera



Baby Elephant



Monkey King



Vultures



Wolf



Baloo the thoughtless and carefree bear



Brian

Everyone knows The Jungle Book, and many who do love it. The bouncy songs, beautiful Disney animation and a great sense of humour. The potential of such a computer licence is incredible, does this game fulfil this potential?

Taking control of Mowgli, the human child raised by wolves deep in the jungle, you must escape from the clutches of Bagheera who wants to take you back to the village of men.

Along the way you will meet all kinds of jungle animals who will get in your way and try to kill you. Even Baloo the friendly bear has turned rather than less loving towards you.

The game is made up of around 40 screens spanning the four different levels. In each level you will find various items which

can be picked up and used to counteract the movements of the vicious animals, well none of them look that fierce to tell the truth.

THE BEAR NECESSITIES

The levels take the form of small mazes which you must find the correct route through.

You control Mowgli by using either the keyboard arrow keys or joystick. Good old Mowgli can run in four directions and when the fire button is pressed he can throw items, jump and pick up his



The jungle is the first stage which must be completed there are many creatures which stand in your way including the mighty Shere Khan who hurls many a rock at your bonce



The vultures on level three are fairly dense they just wander around the caves and get in your way. Oh, and they'll kill you if you touch them

THE JUNGLE BOOK

you must possess the correct weapon, these range from soft bananas to hard coconuts.

For example, the vultures are destroyed with the fire. When these are picked up they are collected in sizes and will replace anything you already have in your inventory.

Lives are represented by the cinema audience seen at the forefront of the screen and each time Mowgli dies one of them will fall asleep from boredom. When all six people are asleep the game is over.

Remember that the going will not be easy and Mowgli will need his sense of direction and all his strength to complete his task.

So the story is about to be told take a front row seat in the auditorium and let's begin...



In the temple you will encounter the king of the swingers (...the jungle VIP) who throws coconuts at you which must be avoided



In level four the vultures have put on a lot of weight and can be killed with a few well aimed pineapples



FACT FILE

Software House: Monkey Business
Development Team: Cokiel Vision
Graphic Artist: Joseph Kluytmans
Music: Francois Peitono

On the box the game is said to be an extraordinary interactive cartoon – it is nothing of the sort. The game is actually a sub-standard arcade game which sees you running around shooting animals with different types of fruit!

The graphics are fairly respectable when still, but the animation is dreadful on some of the sprites. Sound effects are restricted to a digitized intro tune and very unrealistic spot effects for the different animals.

The gameplay is also on the poor side with limited amount of things to do. Younger players may find something to amuse, but older players will get bored easily. If this had been a full price game the mark would have been lower but as it's on budget...

All in all I was overwhelmingly underwhelmed by what could have been a cracking game.

X-RATING: XX

Gameplay: 7/20
Lastability: 7/20
Presentation: 11/20

RELEASE INFO
Atari ST £10.99 Now
Amiga £10.99 Now
IBM PC £10.99 Now

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Stormball Atari ST

First Reviewed: Issue Two
Software House: Millennium
Programmer: Paul Carruthers
Graphic Artist: Rob Chapman
Music: Richard Joseph

The future sport theme took another angle a few weeks back when this came out on the Amiga. Stormball is Speedball from a different angle and using fast vectors for the floor design.

The game was easy to play and get into and as usual the two player mode



added a lot to the game. Now it is released on the old ST and is just as fun to play.

The graphics are identical to the



Amiga version and the vectors move at the same speed, if not faster.

The sound is the ST's failing point but here it is still very good. If you're into futuristic sport games you couldn't go far wrong with Stormball.

X-RATING: XXXX

Gameplay: 16/20
Lastability: 14/20
Presentation: 16/20

Hydra Atari ST

First Reviewed: Issue Three
Software House: Domark
Development Team: ICE Software
Programmers: Ian Morrison, Douglas Little
Graphic Artist: Alan Grier
Music: Chris Scudis

The hydra craft is a fully armed water assault vehicle which must deliver various cargoes. Standing in the way are other well armed boats but there is also



a mysterious character, the Shadow who will swipe your cargo if you blow up.

John reviewed this on the Amiga and said that the game was OK and had a thumping sound track.

The ST version is identical in graphics and gameplay but the sound effects are the real low point. The only thing which is of a high standard is the



water effect even that would be easy to produce on a decent art package.

X-RATING: XXX

Gameplay: 14/20
Lastability: 13/20
Presentation: 11/20

Gods Atari ST

Software House: Mindscape
Development Team: The Bitmap Brothers
Programmer: Steve Tall
Graphic Artist: Mark Coleman
Music: Nation XII, Richard Joseph

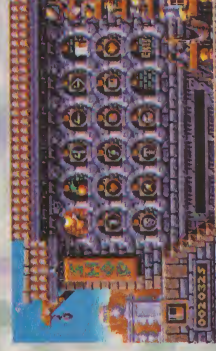
Everyone went nutty over the Amiga version, and quite rightly so. The graphics were superb and the music was fantastic. To top it all off it was very addictive. Has the ST version changed at all? No way!

Graphically the only difference is that there is a small black border



around the screen.

The music and sound effects are also exactly the same. The nifty tune by



Nation XII has been faithfully transported to the ST.

This is most definitely the best conversion from Amiga to ST that I have seen yet. It's amazing.

X-RATING: XXXXXX

Gameplay: 17/20
Lastability: 15/20
Presentation: 19/20

Atomino Amiga

First Reviewed: Issue Two
Software House: Pygnosis
Development Team: Play Byte
Programmer: Rainer Reber
Graphic Artist: Thorsten Knop
Music: Peter Sabath

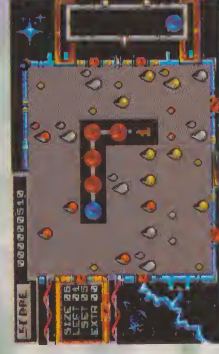
Atomino is a real change of style for a software giant, Pygnosis. Being an addictive puzzle game, Atomino offers



taxing gameplay coupled with well defined graphics and great sound to match.

The control system is really simple to use, and the quantity and variation of levels just adds to the game's long lasting appeal.

Compared to the ST version the Amiga version of Atomino is equally as



good, if not better, and is another strong product to add to Pygnosis' ever-growing list of classics.

X-RATING: XXXXXX

Gameplay: 18/20
Lastability: 18/20
Presentation: 16/20

HeroQuest Atari ST

First Reviewed: Issue One
Software House: Gremlin
Development Team: 221B
Programmer: Michael Hart
Graphic Artist: Jason Wilson
Sound: Barry Leach

Gremlin has successfully adapted the 16-bit board-game across the 16-bit formats. The ST version of this role playing game is virtually identical, apart from the slight sound difference.

The graphics are as crisp and



atmospheric, and the control system, using the mouse, is just as user-friendly.

The addition of a save/restore option is much welcomed, and all in all



Gremlin has produced a classic product based very closely on the board-game.

X-RATING: XXXXXX

Gameplay: 18/20
Lastability: 16/20
Presentation: 16/20

100

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
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Dr X is totally against cheats, or so he says. We here at Tip-X are pleased to receive any you may have! But PLEASE, try and find some that are for recent games! If we get another cheat for Chase HQ or Batman or any Lemmings fun codes, we will be forced to take desperate action. We've also been getting a lot of very interesting sounding cheats but no description of what they do. If you want a prize we need to know...

TOTAL RECALL

- OCEAN SPECTRUM

We had a cheat for this on the ST and Amiga a couple of weeks ago, it's nice to see some coming in on other formats! If you type in THE END IS HIGH on the high score table you can press enter to skip levels whilst playing! Thanks a lot to M. Cummings from Northenden, Manchester for that one!

BUBBLE BOBBLE

- TAITO GAME BOY

Rob Hilton from Hull has obviously been working very hard on cracking the codes for the excellent Bubble Bobble. This is the sort of thing I like to see people sending in!

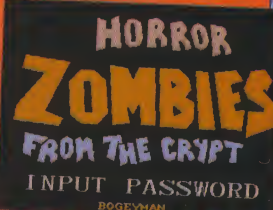
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19. FLL1	39. JLLF	59. CLLF	79. GLL3	99. KLLD
20. FGL1	40. JGLF	60. CGLF	80. GGL3	100. KGLD

HORROR ZOMBIES FROM THE CRYPT

- MILLENNIUM

If you're having trouble in the dark and dingy recesses of your crypt this should come in useful.

Apparently, if you try typing in the word BOGEYMAN when asked for a level code, you will be presented with the glorious reward of infinite lives!



POPULOUS

- ELECTRONIC ARTS

SEGA MEGA DRIVE



Another Populous tip, but this time it only works on the Mega Drive version. First, select a new game and then hold down button B whilst pressing either up or down until a bunch of numbers appear on screen. From these numbers you can then select the world you wish to go to. Thanks very much to Calvin Holbrook from the Isle of Wight.

TURRICAN II

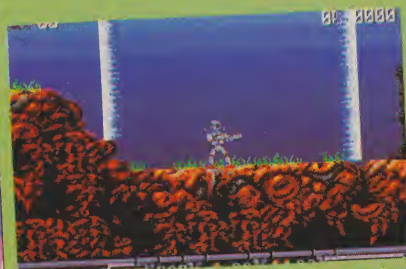
- RAINBOW ARTS



Here's a cheat that we've known about for a while, but Kevin Fernando from Stirling in Scotland is the first to write in and tell us.

If you go to the music menu

by pressing help (space bar on ST) and make selection 1, then press 4 and 2 followed by ESC until the game starts, you will be rewarded with infinite lives and special weapons.



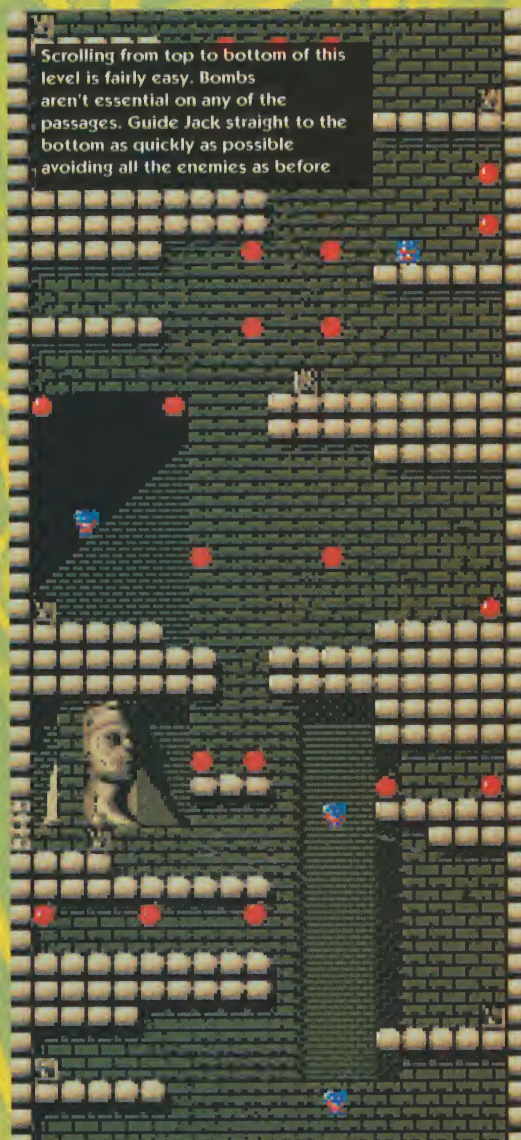
SUPER MONACO GRAND PRIX

- SEGA

SEGA MEGA DRIVE

When you're racing in wet conditions, make sure that you are one of the first three racers past the line. If you keep buttons A, B and C held down when you actually cross the line your driver will spectacularly remove his head when he is receiving his prize!

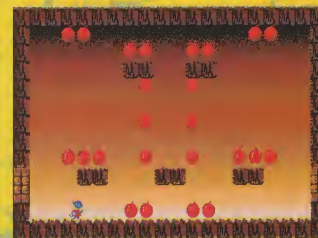
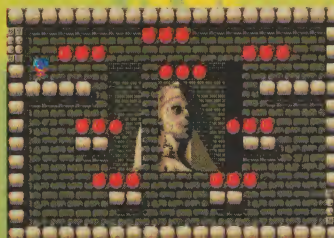
One of the greatest all time arcade super heroes has returned. The aim of the game is still the same, collect bombs before they explode, but this time the playing areas are much bigger. Beginners to the game will struggle on the first levels so a lovely in-depth player's guide should help.



Scrolling from top to bottom of this level is fairly easy. Bombs aren't essential on any of the passages. Guide Jack straight to the bottom as quickly as possible avoiding all the enemies as before

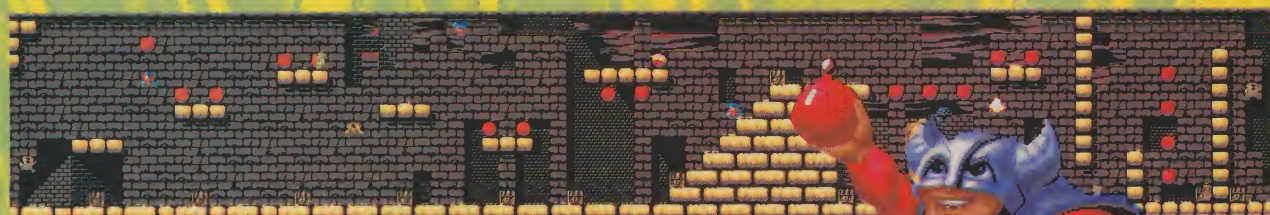
THE PALACE ROOMS

The palace rooms are really easy to negotiate. Collecting your 23-bomb bonus will be no hassle if you've played the original Bomb Jack because it follows the same pattern as the ageing classic. Just in case you haven't played it, here are the easiest routes to take to gain your bonus.



GENERAL TIPS

- 1 Try to open as many boxes as possible as they may contain very useful items such as the Mighty Bomb Jack power icons
- 2 On the passage stages only collect bombs if they are in your path. They don't need to be collected in order to complete the level
- 3 Try to keep jumps low on the horizontal stages unless you need either to jump to a high ledge or avoid an enemy
- 4 Open all boxes in the bonus screens and collect them on the way out as this is the safest way
- 5 Remember the patterns of the 'Power' icon on the royal palace screens. They are similar to the original Bomb Jack screens



The passage on level one scrolls from left to right and is very simple. The enemies which appear are pretty clever so speed is essential. Try to make your way to the palace rooms quickly. Be careful as one the pathetic enemy men turns into a really deadly creature and you'll have to perform some tricky manoeuvres to survive



Level three scrolls from left to right and is one of the hardest ones. To open some of the boxes you will need to activate your magic powers to the blue stage. Taking the top route towards the end you will be able to collect an item which opens the bonus screen. It is also the correct route to take.

KILLING CLOUD PLAYER'S GUIDE

San Francisco 1997, half of the city is under 100 feet of toxic smog, and your job is to clear up the major terrorist problem which is disrupting life. You're going to need all the help you can muster...



The SFPD XB500 hoverbike is your only true friend when you're out there searching through the smog. Keep it fuelled up and fully armed



The Black Angels' surveillance pods are more a nuisance than a threat and must be captured for information



The Black Angels' custom bikes. Having been stolen from the SFPD and then modified these enemy bikes are more manoeuvrable, and much swifter than your own vehicle



On the first level, all of the action will take place on Nob Hill, so make sure you deploy your backup to this location. Fly to the location above the cloud level, scanning any movement using your radar. Only dive beneath the cloud when you are practically on top of your target. Quickly get hold of the net pod and then capture the droid when he isn't moving



When deploying your backup, bear in mind that you only have ten of both the nets and the PUPs. Try to only deploy one of each to cover each mission and make sure that they don't get blown up by any hostile activity



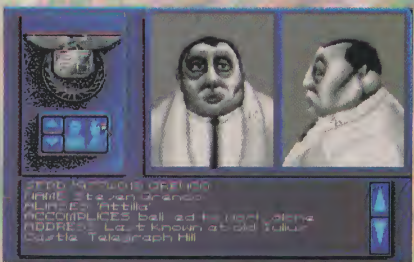
Under the cloud make good use of your radar to track any movement. Fly slowly and keep your eyes peeled! Try to hug the ground, and if you get any hassle from a trigger happy Black Angel, use the buildings as cover



At the armoury, the life support system is a definite must. The extra fuel tank is also advised. The cannon is best but the machine-guns are adequate. Judge your equipment by its weight, remember it will effect performance



You'll probably find that your best method of navigation is to follow the roads and streets around the city. Doing this will help prevent you from getting lost! It is very easy to forget about the different levels of radar magnification



Steve Grenco is your main target when you attack the second level. Your object is to apprehend his hoverbike



Angel flight patterns are sporadic - hit 'em when they stop! Don't get too close as an unopened net missile can destroy them



Angel bikes will come in pairs, the more familiar bike (shown above) is usually the guardian. The less active of the pair is invariably the suspect

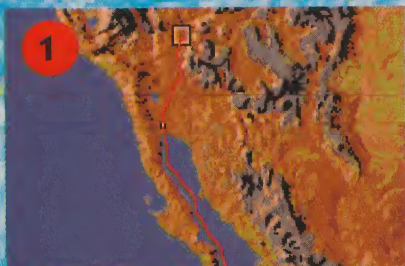


Guard the PUP as the Black Angels will invariably attempt to shoot it down in order to rescue their comrades



When interrogating a suspect you're going to have to start bribing him by offering to take years off his sentence. Only remove one or two years at a time, and he should tell you everything you need to know. Don't overdo it though or you'll have to set him free, and you'll lose your job

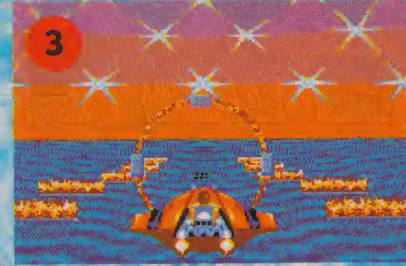
This game is really what *Midnight Resistance* should have been. Fast, addictive, arcade quality action. Only one problem, it's incredibly hard. So now you lucky people here's a guide to the harder points of the game... and a bit more.



Mission one on level one is set in Colorado. This mission will give you a good idea of the way the enemy is going to come at you in the future. It's a good practice stage, but if you want to progress through the game quickly your best bet is to skip it completely



Money is an important commodity which can be gained by collecting the bags which hang from the balloons. Your best bet is to use your boost and pull back straight away causing your boat to glide into the air. Do not push forward on the stick as this will cause your flight to be prematurely terminated



In the Hydradome you will be able to get your grubby mits on loads of useful items. Guide your boat through the hoops to get some luvly moolah, and zoom through the nets to obtain fuel. If you make a mess of one of the jumps, and crash, the bonus stage will come to an abrupt end



Collecting either the green or the blue globes will bump up your fuel supply allowing you to complete the section more easily. The green ones will appear throughout the game, but the blue 'uns only turn up on later levels!

The yellow globes are a rare commodity which will provide you with extra turbo boosts. You're going to have to keep your eyes peeled because they don't appear very often!



In Ziggy's Weapon Shoppe you have a profundity of potential meanie manglers at your disposal. All of the weapons have their uses, but some are decidedly more useful than others. Arnie's favourite, the Uzi 9mm is a very



good weapon which will last a for quite a long time. The Nuke is like a smart bomb, and is easy to set off by accident. Flame-throwers are practically useless.



Try to save a boost for the end of the level just in case you run out of fuel. All being well it should just push you past the necessary boundary to start the next level



At Lake Huron you will find loads of pink boats, which when shot will drop green fuel globes. Watch out though, 'cause there are lots of mines bobbing about in the water



The final mission will take you across the world, to Libya. Your mission here is to transport a doomsday device, and make sure that it does not fall into the wrong hands



Arrghh! A man drops from a helicopter and attempts to beat you over the head with a big stick. How do you shake him off? Well, your best bet is to do a big boost jump and hope that he falls off. Failing this, you may find that simply crashing your boat is the easiest way of getting rid of him



In the Pacific there will be literally hundreds of boats for you to contend with, and all of them seem to have particularly nasty intentions! If you actually manage to get past this section though, you will be treated with a bit of a surprise - meet the Shadow face to face as you holiday together on a peaceful island!

STRATEGIC SUGGESTIONS

- 1 Fuel is the most valuable commodity - make sure you keep replenishing supplies
- 2 Remember! You can cycle through the special weapons
- 3 Save a boost for the end of the level if you can
- 4 If your fuel is low use the turbo boosts mid-level. Flying doesn't use up fuel
- 5 Shoot as many pink boats as you possibly can
- 6 Get as many globes as you possibly can throughout the game.

MONKEY ISLAND PLAYER'S GUIDE

Young Guybrush Threepwood has a problem – he wants to become a pirate. Trust him to pick now to discover this. For at the moment every pirate on Melee Island is scared to set sail as a feared and very dead pirate still remains on the island and he threatens to destroy the peace. Here is the solution to the first of the three trials.



To begin with you must head straight to the Scumm Bar where you can talk to some of the pirates. The one in the red jacket will tell you about the governor. If you ask the correct questions he'll also give you a little information about pirate LeChuck



If you want know more talk to the pirate with the glass eye, he is scared stiff of LeChuck but will still reveal the whole story.

Talk to the dog by the curtain for more information. When you have finished go into the

backroom and approach the Important looking pirates and tell them that you want to be a pirate. They will then reveal to you the three trials which you must complete if you are to fulfill your desire



After this head into the kitchen and stand by the door and wait for the cook to exit and go into the other room. When he does, rush through the door and collect the meat from the table. Under the table you will find a pot, pick it up as well. You will need this later on.

To get the fish on the dock you will need to move the seagull. To do this you should stand in the bottom right of the dock and the plank will tip, knocking the bird into the air. Repeat until there is enough time for you to get the fish and then leave the room



Exit the bar and head into town. Don't talk to the citizen as you will need some money to buy a map from him. Go across the street and talk to the men of low moral fibre. They will tell you anything you want to know about rats or circuses. You can get two pieces of eight by taking the PTA minutes from them

In the voodoo shop you can get a rubber chicken with a pulley through it. You will find a use for this later

Continuing further into the town you will encounter a shop. Enter and buy the sword from the shopkeeper. If you don't have enough money head to the outside of town and talk to the Fettucini brothers about volunteering for the circus troupe.

Use the pot from the kitchen as a helmet. When you have the money you can buy the sword and shovel from the shopkeeper and buy the map from the citizen of Melee



Now head to the house on the east side of the island. Here you will find Captain Smirk who can train you how to use the sword. When you reach the bridge you will encounter and be stopped by a troll. He will ask you for some sort of payment to

allow you past. Just give him the fish from the dock behind the kitchen and he will be happy enough to let you past. As you head into the woods he will perform a transformation act which the player will watch. Weird!



When you first reach the house Smirk will not want to train you, show him the sword and persuade him that you have what it takes until he agrees



Practise your sword fighting with the wandering pirates on the island. This will take some time as you will have to learn different insults. To do this you will have to lose a few battles and the unknown insults will

be added to your knowledge. They can then be used against other pirates who will give you the reply. Continue fighting until a pirate says that you are good enough to fight the sword master



To get to the sword master you must tell the storekeeper you want to see her. When he leaves, follow him to her place of residence. Remember that you can only fight her after a wandering pirate tells

you that you are good enough.

When actually fighting her you will have to be creative with the comebacks to her insults. You have now completed the first trial. The rest of the game is up to you!

The exclusive full price games software charts compil



Loads of re-entries this week for some reason. SWIV, Final Whistle, Turrican 2 and Navy Seals are all beginning to appear on the various formats across the charts. Could this be because of the recent drop in software releases?

A quick shufti through the old 64 Chart will reveal quite a surprise, **Mini Office 2** in the charts! Are 64 owners going all serious on us?

The first two positions in the ST Chart have failed to change for yet another week, but it's nice to see that Bullfrog's excellent **Flood** is making a reappearance on the budget label.

Amiga owners still seem to be hooked on Psygnosis' superb **Armour-Geddon**, and quite rightly



so too. **Monkey Island** has proved to be very popular as well.

Oh, our resident expert, Brian Sharp is free to



give any tips on **Monkey Island** that you could wish for just call him on 0625 878888.

I think it's about time that something interesting

1	◆	ARMOUR-GEDDON House: PSYGNOSIS Team: P HUNTER AND ED SCIO
2	★	MONKEY ISLAND House: US GOLD Team: LUCASFILM GAMES
3	▼	GODS House: MINDSCAPE Team: BITMAP BROTHERS
4	▼	PGA TOUR GOLF House: ELECTRONIC ARTS Team: LEE ACTOR
5	★	HEROQUEST House: GREMLIN GRAPHICS Team: 221B
6	▼	CHUCK ROCK House: CORE DESIGN Team: IN HOUSE
7	▼	SUPERCARS 2 House: GREMLIN GRAPHICS Team: MAGNETIC FIELDS
8	★	FINAL WHISTLE House: ANCO Team: STEVE SCREECH
9	★	SWIV House: STORM Team: RANDOM ACCESS
10	★	WONDERLAND House: VIRGIN Team: MAGNETIC SCROLLS

1	◆	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
2	◆	FINAL WHISTLE House: ANCO Team: STEVE SCREECH
3	★	FLOOD House: ELECTRONIC ARTS Team: BULLFROG
4	▼	KILLING CLOUD House: IMAGEWORKS Team: VEKTOR GRAFIX
5	★	VIZ House: VIRGIN Team: PROBE
6	▲	SPEEDBALL 2 House: MIRRORSOFT Team: BITMAP BROTHERS
7	▼	CHUCK ROCK House: CORE DESIGN Team: IN HOUSE
8	★	HEROQUEST House: GREMLIN GRAPHICS Team: 221B
9	★	BIG BOX House: BEAU JOLLY Team: VARIOUS
10	★	TURRICAN 2 House: RAINBOW ARTS Team: FACTOR 5

1	◆	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
2	▲	CREATURES House: THALAMUS Team: APEX BROTHERS
3	▲	TEENAGE MUTANT HERO TURTLES House: MIRRORSOFT Team: PROBE
4	▲	LAST NINJA 3 House: SYSTEM 3 Team: IN HOUSE
5	▼	VIZ House: VIRGIN Team: PROBE
6	★	HOLLYWOOD COLLECTION House: OCEAN Team: VARIOUS
7	▼	BACK TO THE FUTURE 3 House: MIRRORSOFT Team: PROBE
8	★	GOLDEN AXE House: VIRGIN Team: PROBE
9	★	SYSTEM 3 PREMIER COLLECTION House: SYSTEM 3 Team: VARIOUS
10	★	MINI OFFICE 2 House: DATABASE Team: MANDARIN

1	◆	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
2	◆	TEENAGE MUTANT HERO TURTLES House: MIRRORSOFT Team: PROBE
3	▲	POWER UP House: OCEAN Team: VARIOUS
4	★	SUPER MONACO GRAND PRIX House: US GOLD Team: ZZIJ
5	▲	F16 COMBAT PILOT House: DIGITAL INTEGRATION Team: DI
6	★	NAVY SEALS House: OCEAN Team: JOHN MEELAN
7	▲	BACK TO THE FUTURE 3 House: MIRRORSOFT Team: PROBE
8	▼	ROBOCOP 2 House: OCEAN Team: SPECIAL FX
9	▼	BIG BOX House: BEAU JOLLY Team: VARIOUS
10	▼	GOLDEN AXE House: VIRGIN Team: PROBE



happened in the Budget Chart. **Paperboy** has been around now for a total of 80 weeks proving that it is still one of the best. But will we ever see the downfall of the ever present **Dizzy** games?

There are no new budget entries at all this week, but there have been a couple of re-entries in to the charts. **Quattro Adventure** along with the other **Quattro** thingymigis is proving to be as popular as it ever was.

Last issue we ran a review of a game from Team 17 called **Full Contact**. This karate game received a favourable review but we accidentally quoted the price at £19.95. This would have been excellent value, but we later learned that it will be launched at the asking



price of £9.95! This should make it a sure fire winner and is bound to make an impact on future charts. Our apologies to Team 17 Software for the mistake.

TEAM TALK

Super Marioworld has been beaten by our valiant Alexander. Now that the quest is over a sullen calm has engulfed the office. Alex, basking in glory now refuses to play the game on the grounds that he is too good at it.

Good news too from Brian, he has battled his way through the mind wrangling **Monkey Island** in the record time of under twenty hours! Good grief the staff here are just so good aren't they?



On a lighter note, our charismatic production editor Pamela was seen in an intoxicated state trying to play **Buckaroo!** It seems she was having saddle problems!



1	◆	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
2	★	APB House: DOMARK Team: WALKING CIRCLES
3	▲	BACK TO THE FUTURE 3 House: MIRRORSOFT Team: PROBE
4	▼	BIG BOX House: BEAU JOLLY Team: VARIOUS
5	▼	NARC House: OCEAN Team: GREG MICHAEL AND STEVE SHARK
6	★	TOOBIN House: DOMARK Team: TENGEN
7	★	FUN SCHOOL 2 6-8 YEARS House: DATABASE Team: MANDARIN
8	▲	SUPER MONACO GRAND PRIX House: US GOLD Team: ZZKU
9	▼	POWER UP House: OCEAN Team: VARIOUS
10	★	GREMLINS 2 House: ELITE Team: TOPOSOFT

1	▲	SUPER MARIO LAND House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
2	◆	DOUBLE DRAGON House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
3	▼	SPIDERMAN House: NINTENDO Team: RARE
4	▼	GARGOYLES QUEST House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN
5	◆	WIZARDS AND WARRIORS House: NINTENDO Team: NINTENDO ENTERPRISES JAPAN

Monthly Game Boy chart compiled by Bandai UK

Super Marioland has managed to crawl its way to number one proving that Mario is as popular as ever. Now, Alex can play Mario on the move, and maybe even complete that one, eh? But will it stay there for long?

The street fighting **Double Dragon** is doing well but has failed to reach the elusive top spot for another week.

Maybe a conversion of the sequel is in the pipeline?

That web slinging **Spiderman** has dropped from the prestigious numero uno spot down to number three.

Wizards and Warriors hasn't budged from number five for the last month, and is one of two non movers in the Gameboy chart this month.

1	◆	MAGIC LAND DIZZY House: CODEMASTERS Team: OLIVER TWINS
2	◆	DRAGON NINJA House: HIT SQUAD Team: OCEAN FRANCE
3	◆	DOUBLE DRAGON House: MASTERTRONIC Team: BINARY
4	▲	PAPERBOY House: ENCORE Team: NEIL BATE
5	▲	EURO BOSS House: E AND J Team: IN HOUSE
6	★	QUATTRO ADVENTURE House: CODEMASTERS Team: VARIOUS
7	▼	SCOOBY DOO House: HI TEC Team: IN HOUSE
8	▲	CJ'S ELEPHANT ANTICS House: CODEMASTERS Team: GENESIS
9	▲	MULTIMEXX 1 GOLF House: KIXX Team: IN HOUSE
10	▼	CONTINENTAL CIRCUS House: MASTERTRONIC Team: TEQUE
11	▼	FANTASY WORLD DIZZY House: CODEMASTERS Team: OLIVER TWINS
12	▼	QUATTRO RACERS House: CODEMASTERS Team: VARIOUS
13	★	CAVEMANIA House: ATLANTIS Team: SHAW BROTHERS
14	★	KWIK SNAX House: CODEMASTERS Team: OLIVER TWINS
15	▼	SPITTING IMAGE House: HIT SQUAD Team: VECTORDEAN

- ★ New Entry
- ▲ Climber
- ◆ Non mover
- ▼ Faller
- ★ Re-Entry

All Games-X charts are compiled by Gallup Ltd, and are copyright of European Leisure Software Publishers Association.

GET IN ON THE GAME

To be or not to be a games programmer? That is the question Leslie Bunder poses in the next stage of giving you the ins and the outs of careers in the games industry.

There must have been times when you've played a game and said to yourself, "I could do better". If you really think you can and have a love of computers and games, then a career in writing games could prove to be for you.

WHAT YOU NEED

Naturally an interest in computers and games is essential. You must live, breath and sleep games. There are no major qualifications needed to be a programmer, but many of the top ones have 'A' levels in physics, maths, art, computer studies and also possibly a degree in one of those subjects.

Many programmers started off writing demos in their spare time. Often, a good route for a would-be programmer is to write a demo and then put it into the PD scene because game project managers from software houses often look at public domain to see what's going on.

WORK AS A FREELANCE?

If you don't like the idea of working as part of a team, or if you want to pursue programming in your spare time, then going freelance could prove to be the best option. Being freelance however, means there isn't much security.

You will have to constantly motivate yourself, there's no holidays or anything else like that. But you can choose the hours you want to work and you'll probably be based at home.

WHAT SOFTWARE HOUSES AND DEV TEAMS THINK OF PROGRAMMERS

"A real pro will send a demo package consisting of game overview, instructions and also pointers so that we can see the best aspects of the game. We are careful who to employ as we are concerned with only

releasing quality games. Before we take anybody on, we inform them of our requirements so that the project is of the highest standard.

Any programmer with programming ability and a realistic attitude will find a promising career with us."

Sean Kelly, Projects Manager, Gremlin Graphics

"Most programmers are overworked and underpaid. They don't get the credit they deserve. At DMA we try and offer better conditions, like bonuses and holidays plus also provide a good environment to work in.



In terms of producing quality work, programmers tend to be better than they used to be."

Dave Jones, Boss of DMA Design

THE PAY DEAL

It's important not to believe all the hype about how much you can earn. If you are working in house full time, for a software house or development team you'll expect a starting salary of no less than £7,000.

Like all aspects of work life, pay and conditions do vary enormously. Some software houses and development teams pay their top programmers upwards of £20,000 per year. If programming in house doesn't appeal there is always doing freelance work.

Remember wild claims about making fortunes, are precisely that, just wild. A reputable software house will offer you a reasonable amount of money with good medium to long term plans.

FUTURE CAREER PROSPECTS

So you've been writing games for a few years, you've chalked up a couple of number ones, now where do you go from here? The answer is quite simple, right to the top. You'll probably be recognised by software houses and eager companies who will be waving their cheque books at you so that you join them.

You will either carry on programming or progress onto a management role. Whatever happens, one thing is for certain, as long as you have the talent, there's certainly going to be no shortage of work!

WHAT'S IT LIKE BEING A PROGRAMMER?



Brian Watson
Programmer DMA Designs

"For me it started off as a hobby. When I was doing Lemmings I used to work anything up to 14 hours a day as I really enjoyed it.

With games programming, rather than normal programming you learn much more and it's a better experience as you are aware about how to make things go faster.

I've done a degree in computer studies which has made me more aware of different techniques to use.

People should try and do some formal training as it will make you more aware all potential programming problems you may encounter."



Jez San, programmer and big boss
Argonaut Software

"If you are freelance you can work for a long time with very little money until you hand the project in and then you're rich! I personally spent two years writing Starglider and it was financially difficult during those years until the game was completed and I got paid.

These days it is better to join a team of programmers as games are getting bigger and better, one person can't really do everything. The only way to get console work is with a development company, as the console companies very rarely trust an individual to do a game.

There's no need to wear an anorak and carry a train log book. Programmers are quite normal and lead everyday lives."

The easy, peasy 10 step guide to getting your game published

1. Write a game.
2. Ring around the software houses and find out the name of the program development manager.
3. Duplicate 10 copies and send off to 10 software houses. Don't forget to stick it in a Jiffy bag and use recorded delivery.
4. Wait a week and phone up software house...
5. ...and another week for them to return your call.
6. Arrange to go and see the software house.
7. Turn up to your meeting on time and look smart!
8. Yippy, senior software house supremo says "Yes to you!"
9. Get yourself a lawyer and get 'em to read through your contract.
10. Software house takes on your game and offers you loads of money.

I WANNA B 1 OF U

Yo, my problem is what do I do to get to be writer for Games-X. In my opinion it's the best value computer mag ever. Anyone can afford it, and are able to be an up-to-date computer dude (I didn't write this stuff - Dr X). I want to write and review games for you, but I'm only thirteen. In my opinion I'm the best guy for the job.

Ian McSomebody, Liverpool.

PS Please send me some goodies

Dr X: If we employed everyone who said they're the best for the job, Games-X would now have roughly a thousand staff writers. You must go through a series of



Do you really want to be a reviewer and look like this? It's the long hours and the amount of work that we have to do that make our eyes bulge and dry up! (Oh, and I thought that Doug was born like this - Ed)

interviews before you can work for our dedicated mag, such as having to meet the evil Hugh Gollner.

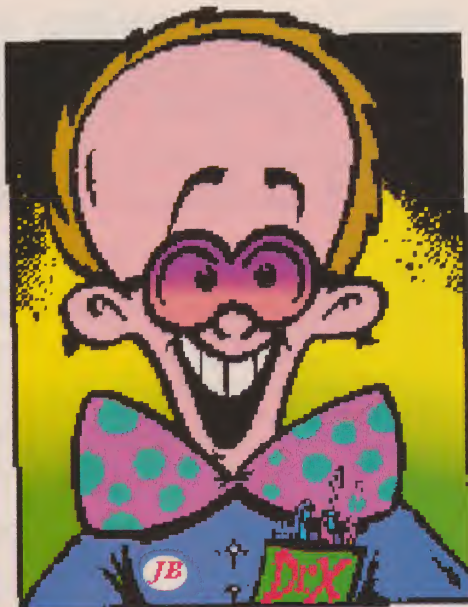
If you can stand this, you've got a good chance. However, you must have a good standard of English - one thing which I noticed needed touching up in your letter. In future don't spell Games-X with two Ms and writer only has a single T. In reply to your PS, we're not a charity so go away.

SONGS OF PRAISE

What I want to know is how do you know so much about games? When you receive a letter, do you have to ring up your secret contacts and get the answers from them, or do you actually know the answer to every letter you print. Also which of Games-X's writers is Dr X? I don't reckon that there is such a person.

R Tennant, Basildon.

Dr X: So you think I'm a creation of someone's perverse mind, do you? How can you even think of such a thing, you cruel excuse for an amoeba. One of Games-X's writers could not possibly answer the questions which I get asked, and sometimes even I get stumped to sort out people's personal queries.



DrX

Just recently here at G-X we've had an explosion of letters, not asking for tips, but for cheats. For instance, I quote ... "please tell me how to get infinite lives for Ninja Warriors and Shinobi" and so the list goes on. From now on, any letters I get asking for cheats will fuel my fire for the next few weeks. Any enquiries you do have about anything at all - but NOT CHEATS - send them to Dr X, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

I'm a Doctor in the general sense so please don't ask me for cures for the common cold or for athletes foot. As for answering each letter, I wouldn't expect you to understand so I'm not going to bother explaining. So just read the ones I do answer and be happy with them.

THE UNFRIENDLY FAMICOM

You seem to be pretty hot on the Super Famicom, so I was wondering if you could help me on this one.

If I purchase an imported Japanese scart version of the Super Famicom in Canada will it be compatible with my monitor here in

England, and will it accept English Famicom games when they finally become available.
S Chilvers, Bethnal Green.

Dr X: Unfortunately as far as I can tell the answer to your question is no. A Famicom purchased in Canada will most likely be set to NTSC, whereas you need a PAL unit in order to run it off your standard English monitor and power points. There are numerous shops which offer to change a machine to fit the British standards, but you'll have to find out more as to where and how much the process costs.

THE LIGHT FANTASTIC

I am writing to ask you whether there are any light guns or joypads available for the Atari ST. If so, how good are they and are they worth splashing out a serious amount of cash for.

Alex Caunt, Scarborough.



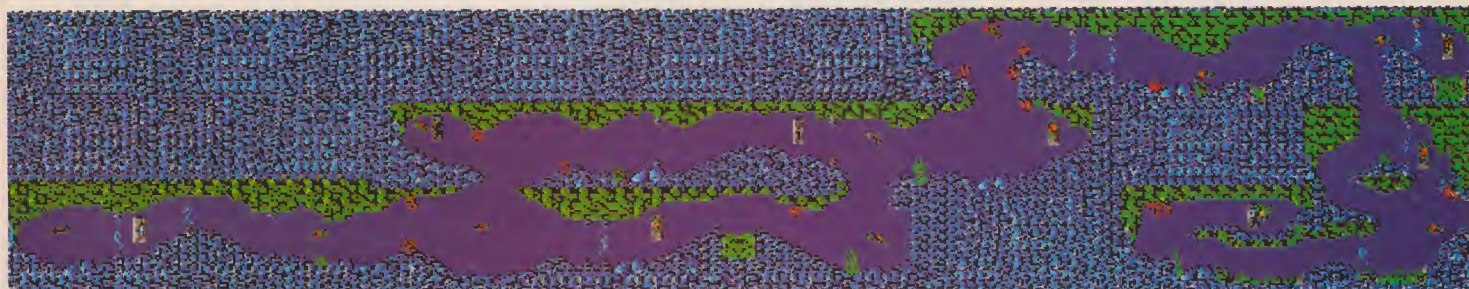
Here we see STA's Alan 'Bond' Bunker, posing with Golem's light gun. The smooth-talking teenager is a real ladies man, so if you're interested contact...

Dr X: In answer to your query about light guns, yes there are some available. We've got one in the office, but in my opinion you're better off using a torch as you get better results. For the price you have to pay for one, you get a poor quality piece of equipment which has an exceedingly limited software base. You get two games with the pack, but both aren't even worth the disks they are on. You're better off sticking with your joystick.

DAMN THE DAM

Please can you help me with my problem. The game in question is TMHT, and the level I'm talking about is the underwater dam scene. Could you possibly tell me the best way of making my way through screens and make the reply quick - I'm drowning!
Martin Kingston, Orpington.

Dr X: Using the latest piece of technological hardware, Dr X in conjunction with Games-X brings you a massive, awe-inspiring, truly-amazing digital landscape which actually shows you the way out. Forget the directions, see the answer for yourself in the screenshot below.



Follow the route shown above and dismantle the bombs on the way. Make your way to the end as fast as possible, as for some reason your turtle is not at home in water!

CONSOLE CONNEXIONS

Sega, Nintendo, Lynx, Game Boy, Famicom, Game Gear, PC Engine



CONSOLE
CONNEXIONS
74%
RATED

TITLE: DRAGON CRYSTAL
SUPPLIER: ELECTRO GAMES
MACHINE: GAME GEAR
PRICE: £25.00

The quest/RPG genre isn't being ignored for the Game Gear. Similar in concept to the Legend of Zelda type game, rather than a true RPG.

Dragon Crystal should attract a large following and help sell the Game Gear to action role players. It's a three quarter overhead view with some dialogue and plenty to kill off in order to gain experience points and increased status.

You control a character who moves through the land. As he touches the vegetation it changes colour and either falls away as grass or transforms into impenetrable trees. In this way you will discover the pathways. As you wander around you will enter clearings or natural 'rooms'. Here you will see a character to chat to or money, weapons, etc to pick up.

In addition there may be one or two beasties to knock off. The monsters, although pretty small in sprite size, are animated in some form and are well detailed.

A push of a button takes you to your inventory screen. Here you can see what items you have. In addition, along the top of the screen there are a number of icons (sword, ring, talk, etc) that you can choose.

Sometimes you will need to pick an icon, which acts as an action, and an object within your inventory to use with that action – if you understood that you're a better man than me.

Dragon Crystal is an easy going action/RPG that will pose no real problems and is not recommended to the true role player. The game is for gamers with a fantasy interest who wish to have a game with a little more depth than a shoot'em-up can offer.

Hi there console companions, Paul Rigby here again with loads of bits on the wide world of consoles.

OVERLORD OVER HERE?

Virgin's popular space strategy game Supremacy will appear pretty soon on the Nintendo NES under its American name of Overlord. The game puts you in command of the fate of mankind. You'll go against four different alien races to try and build up colonies on planets.

As you increase your number of worlds you'll have to keep an eye on food production and the population. Build your army to defend planets from the alien hordes or take matters into your own hands by attacking them on the planets where they are weakest.

Buy agricultural stations to keep your people fed, but feed them too much and they'll overpopulate the planet so you will need to conquer another one to hold them all!

There's a lot to keep track of, but no one said that taking care of the human race was an easy job! Take control of your destiny, and the future of the galaxy with Overlord!

C-DYNAMIX

Startling news has reached this normally languid newspaper via those Sierra teamsters, Dynamix – Rise of the Dragon, A10 Tank Killer, et al.

I have recently received exclusive information that Dynamix are developing both Rise of the Dragon, the beautifully presented futuretech adventure and



Stellar 7, the Battlezone-type shoot'em-up, for the Super Famicom CD!

No dates yet, but I'll keep you informed on further developments.

TURBO FAMICOM

Sources tell me that Stateside outfit, Dynamix are developing a super-cartridge for the Famicom.

Basically, in addition to the normal bits and bobs fitted inside the cartridge, Dynamix intend to fit a maths co-processor! These, normally only seen within the PC

domain, are specialist chips that enable maths-based code to run like the clappers. As far as games go this would refer to solid 3D polygons.



This means that Dynamix could adapt their own 3D system, 3-Space, which has been used in such games as A10 Tank Killer and Stellar 7, to run at blistering speeds on the Super Famicom!



CONSOLE
CONNEXIONS
90%
RATED

TITLE: VALIS 3
PRICE: £40.00
MACHINE: MEGA DRIVE
SUPPLIER: WHIZZ-KID GAMES

In the beginning of time three living worlds emerged: Dreamland, the Dark World and the Human World. From the start these three, plus the already created Perfect World and its neighbour Sutherland, have been in a delicate balance of power with each other – until now.

Once again Yuko must fight the minions of evil with the help of the legendary Sword of Valis. This time you are not alone, you will meet two other warriors along the way and they will join you on your journey. Each character has her own method of attack and magic.

Across the land Yuko and her companions will find item starts, if you hit these with your

sword they will reveal power-ups that are crucial to your survival. Each world is broken up into several areas, each guarded by an end-of-level guardian.

The game is split into three Acts: Act 1 begins with the meeting of Yuko and Cham – who came to the human world to defeat King Glames' plans to conquer Dreamland and avenge the loss of her father. Here Cham is kidnapped and it is up to you, Yuko, to do battle with the guardian, Garther – he of the iron balls.

Act 2 involves the rescue of Princess Valna who, when she's free, will do a bit of maiming and slicing with you. During Act 3 you'll trek the road to Sutherland. You will encounter mysterious illusions and must survive these tests to face the wise sage, Nizetti.

Filled with fantastic cinematic displays, lots of action and new techniques like the slide move and an adventure backed by 8Mb of action means that Valis 3 is a top notch game.

Flight sims, 3D shoot'em-ups, even the more serious end of the market that Nintendo has flirted with, like spreadsheets, graphic solid modelling could be revolutionised – especially if the price is right.

MASTER BLASTER

Virgin recently announced that it would be releasing both Terminator and Marble Madness for the Master System. Both titles will be appearing this autumn. Other Virgin releases, due to appear early next year, include Tintin on the Moon and Arcade Classics – a compilation titles featuring Breakout, Centipede and Missile Command.

With the Master System announcement, speculation has increased that publishing deals for both the Game Gear and Genesis systems would soon follow.

STORMIN' NORMAN

The Sales Curve is to join the exclusive club of becoming official suppliers for Nintendo software. Although no decisions have yet been made Nintendo NES, Game Boy and Super Famicom titles are all being considered for game conversions.

One strong contender for conversion to all three formats is their UK best selling shoot'em-up SWIV.

To be published on the Storm label, this game features one or two players simultaneously controlling either a helicopter and/or a jeep over a vertically scrolling world.

SWIV is played as one gigantic level with no pauses for terrain shifts. In fact the game loads data ahead of the player's position leading to, on the original computer version, less disk accesses.

However, on the 16-bit consoles the lack of a pause due to the introduction of the next level will mean tired and hurting hands, fingers and wrists!

PORTABLE NES?

Hot news from the States!! Camerica, the company who is responsible for distributing Codemasters' cart-busting Game Genie – the hardware that can give infinite lives, etc – is hotly rumoured to be developing a portable NES.

The kit will boast a replicated chip set and powerful colour screen capable of reproducing any and all NES compatible cartridges!

GAME BOY ON BIG SCREEN

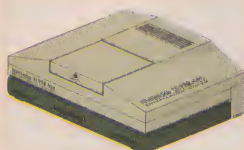
Stateside outfit, Camerica, are hogging the news space this week. In addition to their portable NES machine Camerica is believed to be developing a Game Boy to NES convertor.

The convertor has the power to transfer the screens from the hand held onto the tube via the NES!

SUPER NES

Sources say that when the Super Famicom is released to the USA it will undergo a drastic redesign in a similar way that many other consoles have in the past. It is believed that the Super NES, as the Super Famicom will be known in the States, will be a top loading unit, similar to the Mega Drive.

However, the unit will be slightly smaller in size to the Japanese version and will probably feature the good old traditional Nintendo colour combinations



GAME: F1 SPIRIT SUPPLIER: ELECTRO GAMES MACHINE: GAME BOY

F1 Spirit is an overhead viewpoint racing game featuring Formula 1, 3 and 3000 standard.

The screen is split into four areas during play. The largest of these is devoted to the play area where you actually do your racing. On the right of the screen are three smaller areas: a track plan, speedo and statistics for the race, such as how many cars are taking part, the position you are in and the last lap time.

Race options are pretty wide ranging as you are able to change and test run different wheels,

engines, transmission and aerofoil wings to suit. The tires will gradually deteriorate during the race. So if you enter a pitstop you will see a percentage indication as to the health of the tires, for example. In addition, you may see a flashing message, mid-lap, that the tires need changing so you will need to hit the pits next time round.

During the race, as you approach the bends in the course, a handy arrow indicates which way, and to what extent, the road bends. Really useful for all us useful Ayrton Sennas.

F1 Spirit is an addictive race game that can get pretty hectic. The game is also designed to play networked with other players using a neat multi-plug unit that allows four Game Boys to be plugged in and played at once.

CONSOLE
CONNEXIONS
80%
RATED



CONSOLE
CONNEXIONS
82%
RATED

TITLE: KA GE KI SUPPLIER: ELECTRO GAMES MACHINE: MEGA DRIVE

Ka Ge Ki is an oriental boxing game, viewed in pseudo 3D and set over a variety of ever increasing levels. You have three controls. The multi-jab which pounds away at the opponent over and over but with minimal power. Then there is a whammo mega-punch that will knock the opponent out cold. The third control is to jump out of trouble.

Each player has an energy bar. When one bar is empty, through taking heavy punishment,

then that boxer is out. After which a little guy runs on-screen to count him out, then another chap throws him down the manhole. Fair enough.

Ka Ge Ki, suffers from a lack of excitement and variety. Control is stilted, you feel that the game is stifling your freedom as you only move where and when the game wishes you to. Finally, I cannot see too much gameplay as I completed half a dozen levels in double quick time.



except that purple will now adorn the buttons and trim. Kinky stuff, eh!

CHEAPER MEGA DRIVE?

Rumours are spreading throughout the USA that the Sega Mega Drive is to fall in price to a meagre \$149.00. Does this mean that a reduction of the UK version is on the cards?

BUNDLE 'O LAUGHS

Apparently, Sega is planning to take the up-and-coming game, Sonic the Hedgehog, and combine it with the Mega Drive for a potentially hit-making bundle for the Christmas rush.

• Mucho gracias to Electro Games of London; 081 530 8246 and Whizzkid Games, Maidstone; 0622 766010.

Archer Maclean has the rare distinction of programming two of the greatest ever games to grace the gaming world. In 1984, partly as a challenge Archer wrote Drop Zone. A game which took the William's arcade classic Defender and enhanced on it. For C64 and Atari owners Drop Zone gave hours upon hours of horizontal vertical scrolling mayhem.

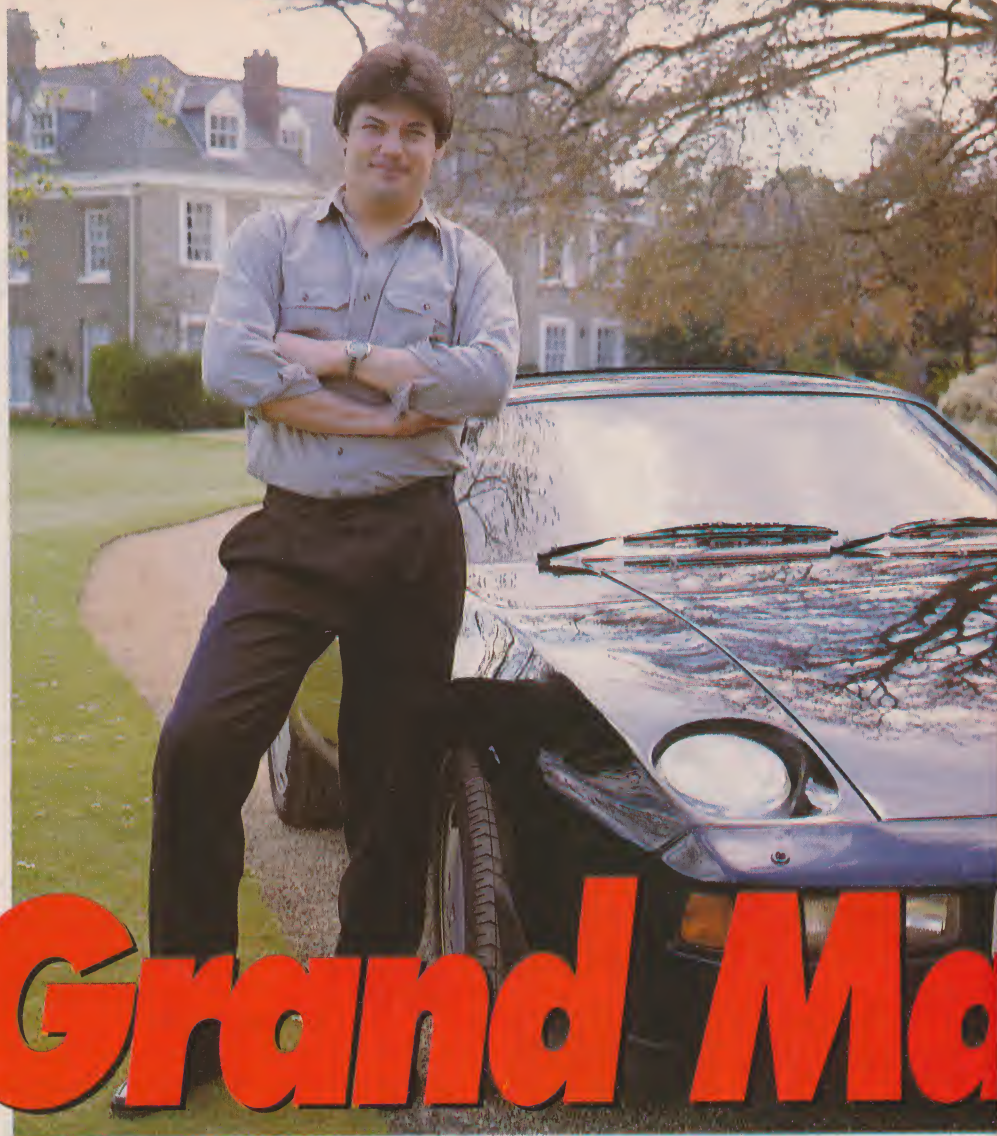
Then in 1987 Archer wrote IK+ for System 3. IK+ became an instant classic making it the standard for karate games, one which no other programmer has been able to match.

You can probably count his releases on the back of a postage stamp, but whenever a Maclean release has appeared you know right away that this is the work of someone who has put a lot of time and effort into it.

CHALK YOUR CUE

Witness the release later this year of 3D Snooker. If you thought Snooker on a 16-bit micro such as the Amiga and ST would be boring think again. Archer has once again taken the game to the point where 3D Snooker will be another sought after classic.

With 3D Snooker being a Amiga and ST release, it is hard to imagine Archer slaving away on a C64 and being given around 30K in order to produce a game, so how did he get his first break? "When I was at college doing a degree in Cybernetics I used to go down the arcades quite a lot. There was a guy who I went around



Leslie Bunder meets up with Archer Maclean and finds that after several years in the wilderness, this man is back with a winner



Mean, lean and ready to program at 100mph

with and we had a bet that I couldn't convert Defender onto a micro. Then about 18 months later, I produced Drop Zone and won the bet."

When Archer wrote Drop Zone it had the distinction of being one of the first US Gold releases which was actually programmed in the UK, Archer takes up the story on the link up with US Gold. "I first of all offered it to Atari who said the game was brilliant but couldn't release it as it had someone in the States working on a Defender conversion.

I meet the US Gold boss Geoff Brown around 1981 and I showed him the prototype Drop Zone and he said "We'll sell that for you and make you lots of money".

Then about three years later, another software house was interested in releasing it, but the boss failed to come to a meeting to finalise details so I went back to US Gold who took it."

After the release of Drop Zone, Archer waited for a few more years to pass him by before he took up the challenge of writing IK+. "I remember playing Way of the Fist with a friend 'til three in the morning and thought it was very addictive but couldn't believe how bad the quality was. Again someone said, "I bet you can't do better", so I said give me a chance and I wrote it."

NIGHT VISION

The story of 3D Snooker goes back much further. Archer takes it up, "Before I even bought my first 8-bit Atari, I had this very vivid dream about the way the game has turned out. I had this vision about flying all over the table and that's basically what the game looks like now.

In 1987 I got myself a frame digitiser and took an image off a snooker match and thought I could do it better than 3D Pool and started on snooker."

In between writing games and dabbling in various business activities, Archer enjoys playing games, "The initial ones that knocked me over were Star Raiders on the Atari, then I saw Encounter and Fist which had quite a major impact on me. I've got into Lemmings. It's a lovely game and not too complicated. That's the way games should be. Obviously I love arcade games."

Archer's love for arcade games extends to his home as he owns Defender, Star Gate and Robotron. "At the moment I like racing games the ones which throw you around a bit. I saw one on Tomorrow's World which I'm hoping to see and play. I just love those 360 degree ones."

It may come as some surprise but Archer currently doesn't own a console, "I haven't got one at the moment. Things like the Mega Drive look great and that's why I'll be doing snooker on it."

Archer has been lucky in that he has made money as a programmer and is able to live a very nice lifestyle in the country. He has also carefully invested the money he has made. So is there much money to be made out of games? "Yes there is but only if you tie the publisher up with a very tight contract and produce a game which is going to get into the top 10."

One conversion of 3D Snooker Archer is not looking forward to is the PC, he explains, "It can be a nightmare programming the PC. We looked at getting an outside team to do it but the response was you'll be quicker

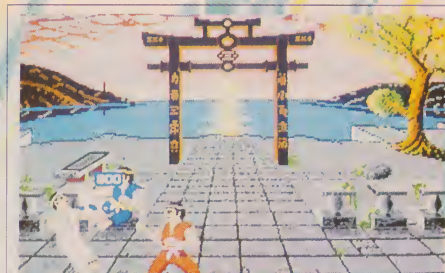


Archer in his English country garden



DROP ZONE

This is William's classic Defender but with better graphics, sound and gameplay. In this mid '80's shoot'em-up there's detailed landscaping and well defined characters. Just put on your jet pack and blast the baddies.



IK+

The follow up to International Karate. IK+ became a beat'em-up classic. The detail and speed of the karate players' animation was spot on. Once again music and sound effects were plentiful. A game the C64 was made for and after all these years is still selling well.

3D SNOOKER

3D Snooker was started way back in September 1989 and is due for release on the ST, Amiga and PC by September. Archer's given his game a comprehensive revamp since it got its first major public showing in the magazines last year.

"There's so much in it I wouldn't know where to begin," he says. It's the smoothest, fastest piece of 3D loveliness seen at a stunning 25MHz.

As well as the usual table-spinning antics, there's a stunning new camera feature which follows the cue-ball around the table. The gameplay itself is about as

realistic you're going to get - the result of a programming feat that's nothing less than a mathematical nightmare.

Breaking off into the red pack at the start of the game involves an incredible 30,000 quadratic equations! And while the icon control system may look a little daunting at first anyone could get to grips with it within ten minutes.

As well as a variety of snooker games there's also pool and a ball editor that allows you to set up and play favourite trick shots. "If you can do it on a real table you can do it here," Archer claims.



Make sure your cue is chalked up if you want to get those balls in the right pockets

doing it yourself. It will be my first time doing a game on the PC so should be good grounding. Even doing the Mega Drive version won't be as difficult."

At least once 3D Snooker is complete, Archer won't have to worry too much about starting from scratch for his next release which will be 3D Pool, "I've developed a very good 3D system to use, so pool shouldn't be too much of a problem."

BEHIND THE WHEEL

Archer has quite a few interests away from writing games in which to make money, "I like to buy and sell cars. I used to play the stock market, but don't do that anymore instead I do a bit of this, that and the other! Know what I mean?"

One unlikely link Archer may have is with Jean Michel Jarre. "I used to go to sleep listening to Equinox Part 4 and envisaged flying over a planet's surface with the Equinox music playing. I would love to do a 3D Drop Zone but I need to wait for the computers to get more powerful enough to do it."

Having worked with both the ST and the Amiga what is Archer's fave? "I like the Amiga because it's ancestry is like the 8-bit Atari, which to me was an amazing machine. The ST is nice and simple and reasonably fast. The ST is also easier to program. When I begin a game, it starts off first on the ST."

Archer says "I think publishers are getting bigger and better at ripping people off. Programmers are getting more established and also more refined. Obviously games are getting larger. The source code for Drop Zone was under 100K and now Snooker is one meg."

And The Future? "I'd like to write a totally awesome addictive virtual reality game!"

This week we've visited the land of the concrete cows and roundabouts – Milton Keynes. Soft-ly, of Deer Walk in the main shopping complex is rumoured to be one of the first computer software specific shops in the country!



STREET TALK

Alex Swindells (13)

The C64 is my machine and I'm really into puzzle games. Tetris is definitely my favourite! I also like sporty games, like American Football.

When I'm not playing on the computer I like playing tennis and I play in a local American football team. My favourite team from the US is the San Francisco 49ers, they're the best!



Peter Gross (25)

I've got an Amstrad 286 PC with a VGA card in it. I'm mainly into adventure and RPG type games. Ultima V is my favourite because it's one of the few I haven't completed yet! I've collected loads of clues for it, but I still can't do it. I've got involved with the adventure helpline here but I'm still stuck!

I enjoy going ten pin bowling, and I also like getting my teeth into some RPGs like Advanced D&D.



Matthew Davies (35)

Mucking around with flight simulators, especially Falcon, on my 286 PC is my idea of fun. I actually do a bit of writing myself, and I also spend a lot of time doing maths as I am a mathematician by trade. Apart from that I like to go running.

I don't listen to any particular type of music at all, just whatever is on the radio really. I'm not fussy at all – as long as it's not Depeche Mode!



Martin Davies (8)

I've got a Spectrum Plus 3, and I like games where I can shoot down lots of planes. I also really like the Turtles game (is there anyone out there who doesn't like the Turtles? – Ed) and Apache.

My hobbies are playing on my computer and riding my bike around with my friends.



(Above) Stuart Russell (8)

An Atari ST, football games, shoot'em-ups and of course, the Turtles is my idea of happiness.

As far as hobbies go, I go to karate and I play bit of football. That's about it really. I like listening to Michael Jackson.

I only read one magazine and that's ST User, I get that every month (and what's wrong with Games-X? – Ed).

(Below) Dean Sartin (14)

Sports and racing car games on my Amiga 500 is what I like. Kick Off 2 and Test Drive 2 are my favourites and I'd really love to get hold of Supercars 2.

The only trouble is that games are far too expensive and I can't afford them very often. It's only really after Christmas and birthdays that I can afford a full price game.



SHOP TALK

John Burnett and Chris Goodger – Chris wouldn't allow us to take a photo of her.

The shop opened in 1983 and we think it was probably the first software specific shop in the country. Over the years we've seen a big change in the game's world.



At the moment most of our customers either own PCs or Amigas, and more often than not they're into RPGs and adventures. There is such an interest in adventure games that we run an adventure helpline notice board. People write their query on a card and then if anyone knows the answer they can fill in the space beneath. We don't get many youngsters in here, and when we do they're very often with their parents, cos they're the ones with the money.

David Russell (21)

I've got an Apricot 386 PC with a VGA card in it (we got a right wealthy one here peeps! – Ed) and I spend a lot of time playing adventure games. I love the Space Quest series from Sierra On Line and I've managed to complete the first three.

Games for the PC are far too expensive so don't buy many. When I do buy something it's mainly adventures because they're much better value than other games.

Apart from playing adventure games I also like to get involved with RPGs. A bunch of us play AD&D and Traveller.



Top 5 Amiga

- 1Wonderland
- 2F19
- 3Obitus
- 4Lemmings
- 5 ...Mega Traveller 1

Top 5 PC

- 1.Wing Commander
- 2.....Links
- 3.....Red Baron
- 4.....Sim Earth
- 5.....Space Quest IV

ARCADE EXTRAVAGANZA

It's something of a mixed bag this week with games aiming to please all types. Play ball! Over in the USA, Sega has released a sporting game that will have instant appeal to baseball fans.

It may achieve a niche following should it make its way across the water. **Clutch Hitter** is a one or two player game that aims to satisfy those who have dreamed of playing in America's major leagues.

The game puts the player at the controls of all the real life baseball players who are household names in the USA. With **Clutch Hitter** you can emulate the excitement of hitting the winning run.

Certain to be a smash amongst sport crazy Americans, with a strong possibility of appealing to

British would-be baseball stars.

Street fighting rarely fails to capture the imagination of the video playing public, and Capcom is reaping the reward of bringing out **Street Fighter 2**, a sequel to an earlier success. Designed in the classic mould of punch/kick/slash combat on a stationary background, **Street Fighter 2** serves up a realistic, exciting game that above all else is fun to play.

There are eight characters to choose from, including one woman, each in possession of particular skills in street fighting. For example, Ryu from Japan has a powerful hurricane punch and dragon punch that have been renowned since ancient times.

Guile from the USA has a devastating somersault kick, while Chun Li, the first woman to reach the final round of



Dhalsim vs Ryu, just two of the contenders in **Street Fighter II**, the all-action punch-up

the fighting competition, uses incredible speed to outwit her heavier opponents.

At first glance the amount of controls to master looks bewildering, but patience will be rewarded, and Capcom is assured a sure fire hit in the arcades as players compete to determine who is the strongest street fighter.

On the driving front we have a new game for the UK, and another version of an established winner. **Indy Heat** from Leland is a three player driving game that takes you round the Indy car circuit in 14 races hosted across the major cities of the USA and Canada. In contrast to the complexities of other popular race games, **Indy Heat** plays like the simpler driving games of bygone days by taking a bird's eye view of the tracks.

The primary target are the youngsters, who could easily fall for this game. It is impossible to crash – the car just bounces off obstacles. The cars could not be simpler to drive either, just turn the wheel. Ideal for the kids who find today's complex racers hard to handle.

Meanwhile, **Final Lap 2** from Namco will soon be available in a new mid-upright cabinet for the UK arcades. A more compact version than the cockpit, this new cabinet will guarantee game appeal in the smaller sites.

None of the features have been lost, units can still be linked to give fast interactive action on one of four race tracks across the world.

Each player has his own realistic first person perspective of the track and can view the cars of

his competitors on the screen. Just like the real thing, and I can recommend the Monaco track as the ultimate test in race driving ability. You really won't be disappointed.

This week's round-up would not be fully complete without a shooting game and Sega's three player **Laser Ghost** fits the bill nicely.

Surprisingly similar in theme to the popular **Ghost Buster** movies, **Laser Ghost** serves up a shooting gallery of ghouls and demons for the players to pick off with their laser blasters.

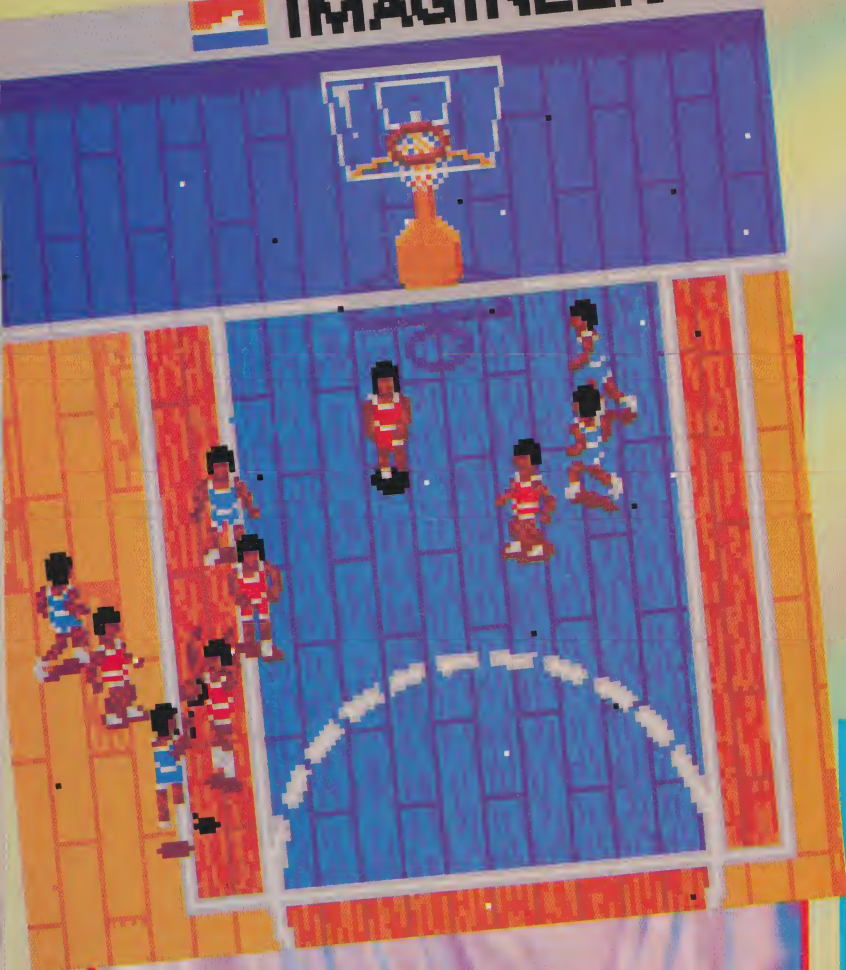
Sega has worked hard on the software for this and the end result is a winner. Graphics are tremendous and one or two seemingly small additions, such as the laser gun-sights, make a simple game great fun to play.

FINAL LAP 2



There are four different courses to select. Fancy a spin in Japan?





TIP OFF - ANCO

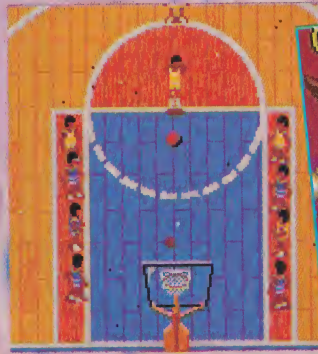
Steve Screech, designer of the phenomenal Kick Off and Kick Off 2 just can't seem to be able to tear himself away from simulating sporty activities. After his two soccer successes, he's now taken to the basketball court with Tip Off, his first major programming effort.

"I'd wanted to have a crack at another team sport, and it seemed to me that basketball hadn't been done particularly well before," explains Steve. He's been working on Tip Off since August, and it's now almost at a playable stage.

Like Kick Off before, it's control that's all important – only this time, Steve promises that the players will be even more articulate than their football-playing predecessors. In Tip Off the players can run at different speeds, perform an array of intricate shots and passes, jump, steal and defend the ball.

The major difference between Tip Off and Kick Off is the size of the playing area. Sports buffs will know that a basketball court is much smaller than a footy pitch. So while the court only scrolls up and down as opposed to Kick Off's eight directions, the difference in scale has allowed graphic artist Steve Redpath to have much bigger, more detailed players. Believe it or not, there are over a thousand frames of animation for each player.

As well as the arcade action, Tip Off will feature loads of stats, including flair, composure and height, team tactics and cup and league competitions. There's also the promise of strategy data disks to make Tip Off more Player Manager-y in the future.



Sneak

As Eldritch the Cat put the finishing touches to shoot'em-up deluxe, Tentacle, Games-X can reveal exclusively news of their next original project called Under Pressure. Also previewed is Anco's next sporting effort on basketball, what else could it be called other than Tip Off – can't imagine what the sequel will be named!

UNDER PRESSURE – ELDRITCH THE CAT

The game was going to be called Reebok Under Pressure. But when Eldritch asked the flashy sports wear company in question if the name could be used, it was told to go away in no uncertain terms.

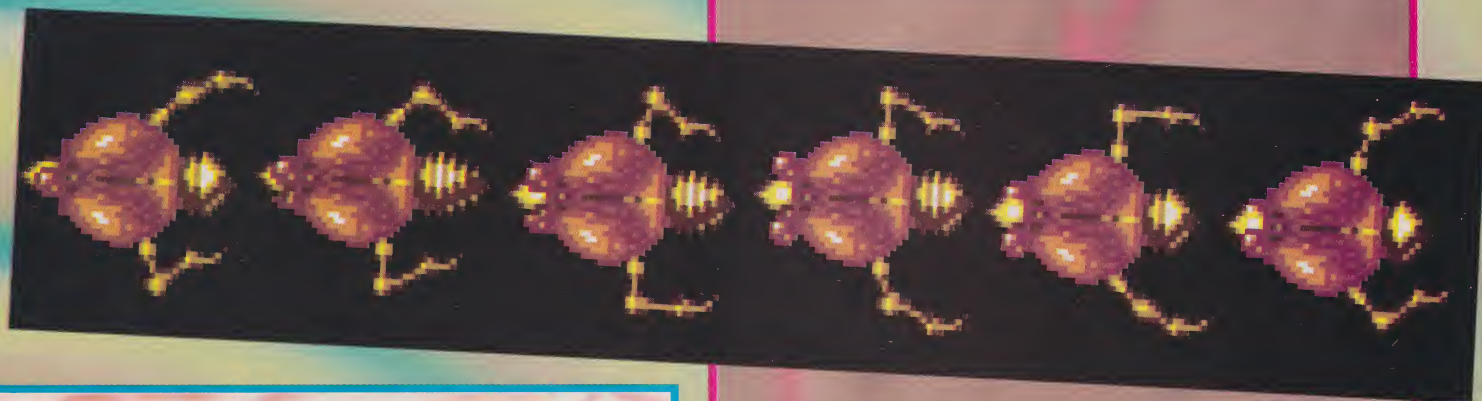
The Cat's boss Mark McCubbin: "We reckon the usual scenarios for games are a pile of rubbish that nobody can relate to, unless they're a real propeller head. So we've made this hero your average hip dude of the '90s."

Dressed in flashy top quality sports gear, you hear news that your girlie has been abducted by an evil monster – sounds like your usual rubbish scenario, Mark. Anyway, as you take chase, certain occurrences slowly change you from this designer label pillock into that Psygnosis looking punter in the screenshot. Games-X can't wait for the explanation for this metamorphosis.

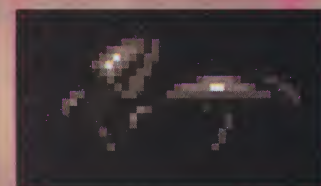
The game features three layer parallax scrolling – Eldritch's trademark – a hero and scenery, which bares more than a passing resemblance to Roger Dean's style of artwork.



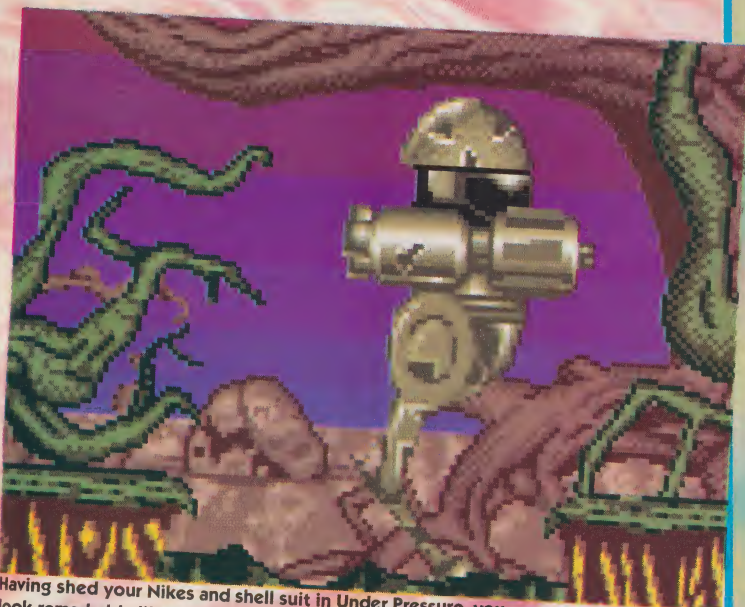
Preview



TENTACLE - ELDRITCH THE CAT



It may look like *Psygnosis*, but this is Eldritch's latest original project, *Under Pressure*



Having shed your Nikes and shell suit in *Under Pressure*, you look remarkably like an anorexic At-At Walker

If you've blasted the last crustacean in *Xenon II*, finally annihilated the only remaining heavy duty chopper in *SWIV*. Fear not, cos Tentacle, shoot'em-up deluxe, is due for release in June.

So how does Tentacle deserve the deluxe label? Walnut dash? Refrigerated glove compartment? No! The game's designers have gone OTT on music and FX, an epic intro sequence and wall-to-wall, thick-pile graphics.

Tentacle's designer, Mark McCubbin, is currently designing the attack waves which feature some of the biggest 'n' baddest meanies ever. The name Tentacle actually relates to the highly original control of the hero-craft. It's a sphere with four tentacles which feels its way through hostile terrain. So what brings us to this hostile world?

Through the vaults of time, a race of all-powerful cyborgs watched this world as it progressed through its evolution. They had grown strong by usurping control of planets sapping their natural resources and leaving the world an empty husk. These cyborgs have interfered with your evolution so at the time of their attack the most dominant race is as thick as two short planks.

However, their plans have gone wrong as your race has managed to learn enough technology to produce a primitive, but powerful time machine, which is ready to whisk you back through vaults of time to destroy the mutant marauders.

Awsome firepower, seven massive levels, eight way, three layer parallax scrolling, enormous enemy sprites - Tentacle sure sounds pretty luxurious.



GO-GLOBAL

Go-Global edited by Leslie 'Let me tell you ALL about it' Bunder

Music... If you were a moving and a grooving along to **Pop Will Eat Itself's** recent top 20 smash-a-roonie **X,Y and Zee** their follow up single in now out. **92 Degrees F**, is another track off the Cure for Sanity album and features heavy dance beats with wild guitar riffs on top.

Once again various mixes will be released - our Brian, swears that if **92 Degrees F** doesn't make top 10, he'll go out and buy the debut album by Danni! (he could borrow yours Leslie - Ed)

Movies... After last week's mention that Arnie has completed the filming of **Terminator 2**, news reaches us that not only does the movie look set to be the biggest release of 1991, but it's also the most expensive film ever made! Well, here at last is a



piccy from the movie, get a load of this and don't say we're not good to you!

I've been hearing some interesting news coming over from the States, it seems that **Nintendo** has signed a \$25 million deal with movie makers Goldcrest to produce three movies.

Video... Captain Planet, hot from his success on TV AM now makes his debut on sell through video. **Captain Planet and the Planeteer's Volume 1 (U)** from First Independent features the first two episodes. **Episode one, A Hero For Earth** is all about

how the Planeteers got together with the Captain to stop Hoggish Greedly from destroying a wildlife sanctuary.

Episode two, The Conqueror has the Planeteers turning their backs on the Captain in favour of Zarm. Zarm is a very charming alien who lands on earth and gives the Planeteers extra powers.

Zarm says he fights for peace and wants the Planeteers to destroy a nuclear missile base, but will the Planeteers realise that Zarm is not everything he claims to be?



Find out now from your local video dealer.

Horror fans will be glad to know that **Maniac Cop 2 (18)** is also out. Killer cop Matt is back and looking for revenge. Plenty of non-stop action makes this one totally shocking horror release!

TV... Paula Abdul fans get ready for an MTV special. On Saturday 25 May from 1-1.30pm and Sunday 26 May from 5-5.30pm you'll be able to see Paula in all her glory. This rockumentary traces the rise of Paula from teaching the stars to dance, to being a star herself. Essential, happening viewing!

26 May sees the Movie Channel premiere of **Transylvania 6-5000 (PG)** starring Jeff Goldblum and Ed Begley Jr as two journos investigating rumours of vampires in modern-day Transylvania. Watch out for it at 6.15pm.

INDEED!

It's time for Meg. Yes, **Meg Ryan** star of When Harry Met Sally is rumoured to be taking a part in the **Mario Bros** movie. Exactly what role Meg will play has yet to be decided, but rest assured Meg fans, she's better than any cartoon.



Watch out for the Game

Boy comic, currently on import from all good comic shops. The current issue features a story about a weird guy and when he plays his Game Boy, all of the characters come to life! Yes, freaky stuff indeed as all the heroes and villains from Super Mario Land make it from mono action to the real world!



Graffic Traffic is a brilliant new idea from Matchbox. Rather than giving you cars already coloured, you get a plain white car which can be customized with the supplied pens and stickers. Make the cars as rad as you want them to be, the freakier, the better. Priced around £4 for two.



Can Gazza do no wrong? With Gazza the Game you can play real life footie in the privacy of your own home. The game comes complete with a pack of cards which determine your moves and action and apparently, unlike real footie, each game lasts for around 25 minutes. If you are a fan of Gazza, check this out.

Oh, it also comes with a large colour Gazza poster.




Urgh, look at this! Yes, horrible pocket sized monsters can now be yours. Based around myths, folklore and fables, there are 48 different types to collect. You can have a bigfoot, cyclops, vampire, medusa or other surprise monsters. If you want to go and touch them, be careful as they are very squishy! Out now, but be careful to get them before they get you!

Looking for the trend of 1991, then check out Rollerblade. A cross between a rollerskate and an ice-skate the Rollerblade lets you do anything. You can use them for keep fit or take part in street sports. The Rollerblade also allows you to do plenty of freestyling. Prices start around £50 and go up. Check them out at good skate shops.



Everyone's been talking about using computers as art, now you can see this come to reality. Zap Art International is a collective of artists who have been exhibiting their work at The Brain, 11 Wardour Street, London W1. The pieces of art explore various aspects of new technology and the influence of computers. If you want to check it out, hurry along, as the exhibition closes at the end of the month.



 This is better, loads of letters and even some mug shots of some right posers. Just a couple of things, please ensure that the quality of your piccy is reasonably good, and lassies where are you I need your input? Keep them coming! Write to: X-IT, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

X-IT

SPECIAL FX



I was surprised when I first saw this magazine on the shelf. I thought it was going to be another boring magazine with reviews on games like Boulderdash or some game with no more than three levels.

But for once I was wrong and I have to compliment you on the most excellent magazine for all computers.

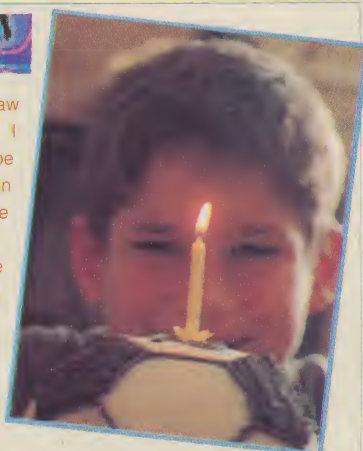
Just one more thing, please could you feature more tips on more games.

Anthony Duncan, Folkestone.

I like this guy, he's got class.

More tips you want, more tips you'll get – we hope to be extending the tips pages very shortly.

Just one question, Anthony, why the one candle on the football? It surely can't be your first birthday – just special photographic effects, eh?



LYNX ME MORE

I am going to be honest with you (Watch out Dr X, it's truth time – Unc X). At first I didn't think much of Games-X – just didn't appeal – but now I think it is probably the best magazine for content and value for money. I certainly will be buying it every week!

Now some questions:

- Will you be doing reviews on Lynx games?
- Will you send me the team's autographs and the address for back issues?
- How many games will be out on the Lynx next year?
- Are there any racing games out for the Lynx?
- What is the team's favourite game on the Lynx?

Finally I would like to say that a certain format of an ST mag is nowhere near as good as Games-X.

Greg Gould, Birmingham.

I do like people, who write in with compliments. I wonder what that ST mag could be?!

I gather you have a Lynx, dear boy, here goes with some answers:

- 1 – We have already, just waiting for some new ones to do some more.
- 2 – Ah, fame at last! I gather you don't want Dr X's? – watch your post box! Back issues will be available soon, so we'll let you in on the details then.
- 3 – Over the next 12 months some 36 Lynx games are to be released.
- 4 – There will be by the autumn.
- 5 – Ms Pacman, Slime World, Zarlou Mercenary and Chips Challenge.

ENGINE POWER

I am a PC Engine owner and I hope that you are going to include this machine in your mag. It is very difficult for me and other engine owners around the UK to get reviews on games.

I'd like about two reviews per issue if poss and while I realise that not many new games are released, just for me, review oldies?

Why include Amiga, ST, O64, etc when they've got mags of their own, you should concentrate more on consoles.

D Carroll, Camberwell.

Take a squint at our all new super console pages for info on PC Engine.

As for reviews on this machine I've had a word in Paulus the Wood Gnome's shell-like and he said when they come in you'll get 'em. (Oh dear, talking to gnomes now? It'll be your computer next! – Dr X)

Can't review old stuff I'm afraid, too many new games out there!

The idea of Games-X is an all formats weekly – pretty pointless dropping the likes of the Amiga and the good old ST.

A SINNIE

I have to admit that I have sinned greatly by not purchasing a copy of Games-X, so I didn't get one of your compo cards. Please, please, please send me one.

Scott Wishart, Bristol.

Your sins are forgiven you my son. A card's in the post, but if anyone else wants one they'll have to hurry, we're running out of them fast!

BART BANANAS

Do you think that it would be suitable to own a Bart Simpson arcade machine?

If so would I have my own key to get the money that I put in, out?

James Comber, Stanford-le-Hope.

A little bit on the overkill side, don't you think, James? Arcade machines are not exactly small or inexpensive, and don't you think you'd get a trifle bored with Bart? And what of your poor Mum and Dad – mind you though they'd probably spend more time on it than you!

If you bought one I doubt you'd have to put money in to play – I am told there is an override switch.

BOZ

Tell me, am I insane? At least that's what my brother tells me!

I am 20 years old, spend all day on the computer, buy stuff for the computer with all my dole money, and don't even bother about looking for a job. What do you think?

I bet no one at Games-X can beat me at Kick Off 2!

Abdul, Leeds.

In answer to your first question, I think your brother is probably not too far off the mark.

As for the second, what do you expect me to say – great, marvellous, what a guy? Do me a favour! Get out there and earn some money, then you'll be able to spend even more on games – no more sponging, OK?

I think there's a few people around here who fancy themselves against you in Kick Off 2, and having watched them play I don't reckon you stand too much of a chance.

IN NEXT WEEK'S HOTTEST MAG

★ Those interviews, do they provide the goodies or what?

★ Games reviews that just keep on getting even better!

★ Tips from some of the best gamers in the business

★ And how much more news can we give you?

★ Where's our roving reporter going to do Street Talk next?

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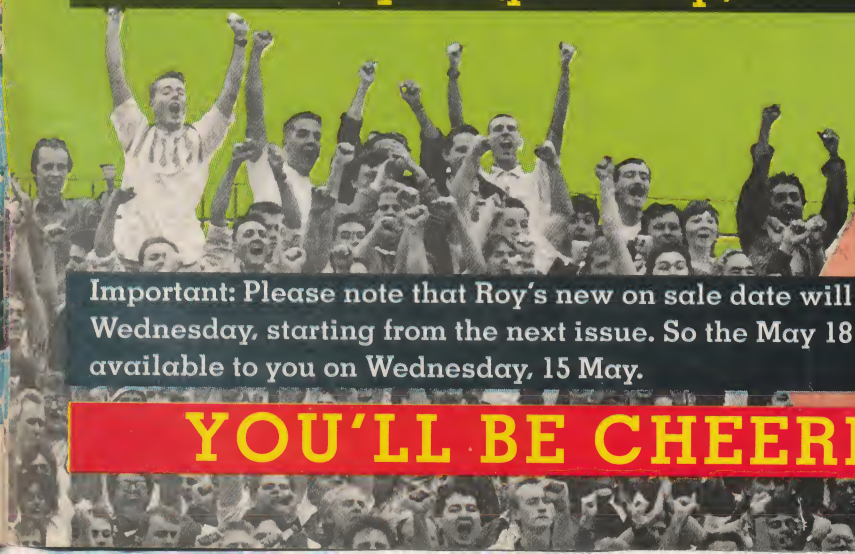
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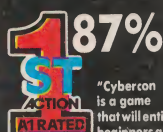
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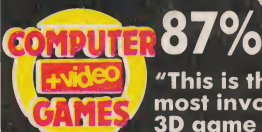
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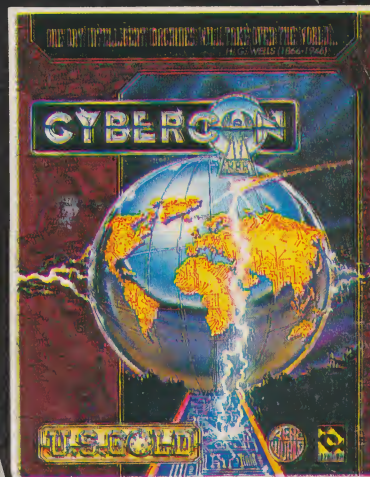
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